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VOLUME 1 • ISSUE 7 • DECEMBER 1995

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IN THIS ISSUE:

- **PC Revolution:** Crusader, Destruction Derby, Tempest 2000 and Hexen!
- **The 3DO Zone:** Piles of New Games, Just In Time for Christmas!
- **Previews:** Havoc, Cyberia 2, Alien Odyssey, Shell Shock and more!
- **Plus:** More Sega PC games than you could shake a stick at!



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SO, GREG...

EDITORIAL

TELL US WHAT YOU **REALLY** THINK

The Wire: Page 8

This month, we take a peek at online gaming on the Imagination Network.

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The long wait is over ... Stonekeep has finally arrived and we give it the full D-3 treatment.

PC Revolution: Page 20

This month, we review Crusader, Hexem, Destruction Derby and Tempest 2000 and we preview Virtua Fighter Remix and Panzer Dragoon!

Virtual Mac: Page 44

Dust, Full Throttle, Wing Commander III and Domark's Absolute Zero, all grace our Mac section this issue.

The 3DO Zone: Page 52

Another big month in the 3DO Zone ... Alone in the Dark 2, Cannon Fodder, BattleSport and Killing Time!

Dimension Sports: Page 64

We take a long, hard look at Hardball 5 and spill our guts.

Call to Battle: Page 66

SSI's Steel Panthers and Novalogic's Comanche vs. Werewolf, joy!

Cool School: Page 70

Christmas time has arrived with Nut Cracker and Follow that Sleigh!

Next Dimension: Page 74

Previews of all the upcoming games including: Whiplash, Alien Odyssey, Shell Shock, Havoc and more!

Hopefully by now you have noticed that we do things a little differently around here at Dimension-3. When we first started the magazine back in January of this year, we wanted to take a refreshingly different and unique approach than that of the competition, offering the reader something totally new and visually exciting. If you've read any of our past issues you know that D-3 offers what we believe to be a perfect balance of crystal clear screenshots and relevant text. You also know that we pack the magazine, cover-to-cover, with current reviews of the latest titles, not games that have been sitting on retail shelves for two to three months or sometimes longer. In addition to what goes in the magazine, we also put a lot of thought and effort behind deciding what goes on the cover every month. You can be sure, whatever title we decide to put on our cover will be completely reviewed inside that very same issue. You see, we feel there really is no reason to put a game on the cover that's not going to be readily available within a few months of the on-sale date of the issue. Sure, throwing "Quake" on the cover might generate sales and get people hyped for its impending release, but there's not

even an expected ship date yet. In fact, the same screenshots and information that were published in other magazines for this game has been readily available to anybody with a modem via the Internet at id's web site. Now take Stonekeep for example, we have had the artwork for this game since June, and we knew that it was going to be something special. But why put it on the cover five months before the game is scheduled to ship? Don't get me wrong, pre-press is great; but personally, I get frustrated if I see all this cool information and hype on a game and then find out it's not going to be available for half a year or longer. To me (and hopefully you as well), it makes more sense to be able to pick up a magazine, read the review and then turn around and make the purchase. Of course, we will continue to preview the hottest new titles and technology that are currently in development, but we will place the effort and emphasis in doing so with a structured time frame in mind. That is, not overexpose anything too early and not cover it too late. We hope you enjoy our December issue and we continue to look forward to your comments and suggestions in the months to come.

Gregory Off

**VOLUME 1 • ISSUE 7
DECEMBER, 1995**

DIMENSION
THE NEXT DIMENSION IN ELECTRONIC GAMING

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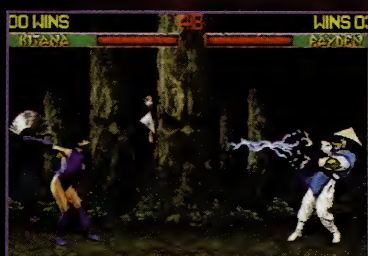
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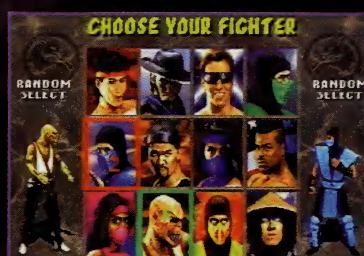
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CLIFFY'S Bag O' Mail

E-MAIL, YOUR MAIL, FEMALE, NO MAIL...

IT'S ALL THE SAME TO CLIFFY!

Dimension-3,

I would just like to make a small correction regarding your review of Doom for the Mac back in issue 4. You state that custom levels and graphics work on the Mac; this is correct, but your example – Aliens-TC does not. Running Aliens-TC on the Mac will result in an incoherent mess of objects and graphics due to the new game mechanics (vital to Aliens-TC) not being converted. Most levels are not even possible to complete. Looking at your screenshots, you can see that it is not running properly – the green eye on the landing platform instead of landing lights, the armour superimposed on the base of the cargo bay loaders (other symptoms will be corridors you can't fit down, puddles floating in mid-air, invisible barriers, mixed up sound effects, eggs that float instead of hatch, broken animations, and hundreds of graphical errors (like in the screenshots)). I'm writing this letter because I don't like people seeing Aliens-TC in such a crippled state and thinking that is all it is. (This problem can also manifest itself in the PC version, if it is run without installing it first and like the Mac, there is unfortunately, currently, no way to run it on an SGI either.)

That said, nice magazine...

**Seeya
Justin
(Author of Aliens-TC)**

Cliffy Says:

We apologize for the misleading screen shots and caption. We had just gotten the beta version of Doom II for Mac and in our excitement, one of the first things we did was try loading a custom WAD file from our PC's and that just happened to be Aliens-TC. We were at deadline time, so we didn't play through to the later levels, where the incompatibility becomes most apparent. We thought the first level was so beautiful, we snapped a couple of shots, stuck them in the article and rushed it off to press.

Your letter brings up a good point, that our readers should know; any custom levels for Doom or Doom II that require anything more than simply loading the WAD, such as those that directly modify the DOOM.EXE file and those that use other methods, probably won't work 100% on the Mac version, without a good deal of conversion.

Glad you like the magazine!

Hi,

I have heard a bunch of rumors that you can play 3DO, Sega CD and other CD based games on the PC. Can you tell me if this is true? Also, I love your mag; it's just that the price for a subscription is kind of high. Most mags give it to you for around \$18.00. And I think you messed up in Issue 5, under the 3DO Zone column. For Space Hulk, you gave it a 94% but it says it is a bronze. I just had to point that out.

**Levi Prinzing
Cannon Falls, MN**

Cliffy Says:

You are correct about our mistake with Space Hulk ... guess we had a little metallurgy problem in the lab! As far as subscription rates go, they are what they are. According to the chief, the cost of paper and increased labor costs have given magazine publishers in the US fits over the past year. We have to price subscriptions so that they are fair, but also so that we are running a profitable venture. The newsstand cost for Dimension-3 is \$4.95, played out over a year, this would cost you almost \$60. By comparison, subscribing will only cost you about \$2.50 per issue...not a bad deal, I think. As far as console gaming on your PC is concerned, there are a number of things happening in the market right now. As presented in "The Wire" in our November issue, Sega Saturn titles are being developed for the new 3D cards that are based around the nVidia chip set. In addition, Creative Labs has been marketing the "3DO Blaster" at retail for some time now, allowing you to play 3DO titles on your PC. The future looks great for console to PC conversions. In fact, from what we have been allowed to see so far, the PC versions of the Saturn titles are going to blow away their console counterparts (Virtua Fighter Remix running in 1024 x 768 with 65,000 colors is just one example). As far as Sega CD titles are concerned, check out this issue for reviews of "Ecco", "Tomcat Alley" and "Comix Zone", and Atari's conversion of the Jaguar title, "Tempest 2000", in this issue. In the future, you can look forward to PC titles from Studio 3DO to be converted ("Bladeforce" and "Killing Time"...yes!), as well as titles from just about every major console software publisher. So yes, it's true that you can play 3DO, Sega CD and other CD based games on your PC but the 3DO Blaster

is the only product that lets you take games from your existing software collection, pop them into the CD-ROM drive on your PC and start playing! The gaming industry has seen the future of mass-market gaming and it is on the multimedia PC!

Dear D-3,

I have been reading quite a bit about Capstone's upcoming CD-ROM title, Tekwar, both in Dimension-3 and in other publications. The game looks fantastic! Cliffy, as an urban mail carrying kind of guy, have you seen the game and/or formed any opinions? I'm waiting for the game with baited-breath!

**Steve Pembroke
Reno, NV**

Cliffy Says:

As a dedicated servant of America, in my post as a trusted mail carrier, I think I have a particularly unique perspective when it comes to getting around big cities. Let me tell you, that Captain Kirk guy has done a fine, bang-up job with this Tekwar game. Why, it's as if I was REALLY moving through ol' bean town. Of course, I can only DREAM of being able to move through those city streets while toting a destruction dealing firearm. But, if I did, I wouldn't be the first postal worker to consider this a necessity...nay I say a RIGHT! If I get just one more little, hair-ball, flea-bag mutt chomping on my support hose, I'll blast the vermin straight to puppy paradise ... AAAAAH...

Editor's note: We have to end this particular edition of "Cliffy's bag O' Mail" because of a minor technical problem. It seems that protruding vein in Cliffy's forehead has burst once again...we hope to have him stitched up and toting a bag by the next issue. No animals were harmed in the production of this column and we have the utmost respect for the dedicated members of the US Postal Service.

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Online Gaming for the Entire Family

by Dave Winding

With all of the excitement surrounding the "information super-highway" and "surfing the net", new colloquialisms that, in most American consumers' minds, still require definition, many gaming consumers have become confused with all of the dis-information appearing in the media. How does the Internet work? How do I get on it? What are the hardware requirements? And, most importantly, can you really play good games?

Well, the answer to that question is currently being addressed by, Burlingame, California based, ImagiNation Network, Inc. (INN).

INN is the first online service dedicated to interactive games and entertainment. The company is a wholly-owned subsidiary of AT&T and is closely linked with AT&T's plans for leadership in the online world. INN was founded by Ken Williams, President and CEO of Sierra-on-Line, as a way of creating an environment for his grandmother to get together with her friends to play Bridge, anywhere at any time. In 1991, the project was labeled "The Sierra Network" and was introduced to the public. By 1993, the company had established itself as a player in the burgeoning online field and equity shares were sold to AT&T and General Atlantic Partners, thus forming The Imagination Network.



3D Golf



Red Baron



SierraLand

boards; SierraLand is the online site for arcade style games such as "RedBaron", "Miniature Golf" and "Stratego"; the MedievaLand area offers role-playing games such as "The Fates of Twinion" and "The Ruins of Cawdor"; The Arena is my favorite part of INN, with "3D Golf" and "Front Page Sports: Football Online"; and the CasinoLand area features casino games and adult games for those over 18 (INN rigidly restricts use of this area). In addition, INN members can access the Homework Helper and attend daily INNUniversity classes.



Front Page Sports: Football, Online.

WHAT DOES IT DO?

Through the software that INN sells to the user, the service allows access to the network, which includes bulletin boards, e-mail, conferences and the gaming envi-

ronment. The software provides for a complete point-and-click interface that is very intuitive and easy to use. Members have access to more than 30 different multiplayer games, including classic card and board games, fantasy role-playing games, sports-action games, adult casino games, flight simulation games and edutainment games, all accessed from an amusement park-style environment. The gaming environment is segregated into 5 different areas (or "Lands"): The Clubhouse is where members go to play traditional board and card games and post to hundreds of different bulletin

WHO IS ONLINE, HOW DO I GET ON AND HOW MUCH DOES IT COST?

According to the folks at INN, there are currently 60,000 members online. These members range in age from 5 to 95 years old. Access to INN is achieved via ordering the ImagiNation Network software from the company's 800 phone number (1-800-IMAGIN-1). There are a number of financial plans available, all priced relative to the number of hours online that the consumer purchases. The cheapest is the "Welcome Plan", which gives the member 5 hours of online time per month for \$9.95. At the high end, INN

BIG NEWS SECTION:

THE WIRE

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Gregory Off, Sr.
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Look for the Official
TEKWAR
Strategy Guide from
BradyGAMES

INTRACORP
INC.



VGA graphics, a Microsoft compatible mouse and a 2400 baud (or faster) modem...that's it. The profile of most home PC users is more technologically advanced than this, so the hardware requirements will be no problem for the average new member. The requirements for playing Front Page Sports: Football, Online are more demanding (requiring a bare minimum "multimedia" PC).

THE REST OF THE STORY...

Basically, it boils down to calling the 800 number, installing the software and getting online...it's that easy! I spent some time with FPS Football (currently playable in coaching mode only) and it was a blast! It was great fun to march down the field, score and then use the "chat" feature to talk smack to my opponent in Oakhurst,



California, then hear his pathetic whining after his tucan had been thoroughly kicked. INN is looking forward to major membership growth in 96 and the inclusion of more cutting edge gaming titles in the Lands of ImagiNation. If you want to join the fun, call the 800 number and start playing!



BIG NEWS SECTION:

THE WIRE



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Irvine, California based, Interplay Productions, Inc. was founded in 1983, by CEO Brian Fargo. The company has a long (for our industry anyway) and illustrious resume that includes some of the best known and critically acclaimed entertainment titles for PC and console based platforms. These titles include such names as: "Bard's Tale", "Descent", "Battle Chess", "Virtual Pool", "Lord of the Rings", "Stonekeep", "Cyberia", "Alone in the Dark", "Rock & Roll Racing", "Omar Sharif On Bridge" (and who can forget that one?), "Clayfighter" and a series of Star Trek titles. Through its MacPlay label, Interplay has become the foremost producer of Macintosh based entertainment, including "Wolfenstein 3D", "AstroChase" and "Power Pete". As the company has grown over the past few years, they have begun an acquisition campaign that has seen the company acquire, Laguna, California based, Shiny Entertainment, developers of "Earthworm Jim" for the 16-bit console market. But perhaps the most ambitious venture that Interplay has yet to undertake is the 1995 creation of the VR Sports line. This division is dedicated to producing the most realistic sports titles for PC and PlayStation, and their initial titles should roll-out in the first quarter of 1996. The company has been growing at a steady, controlled rate over the past 12 years and they are positioned as one of the "Big 5" software publishing houses as we move into the age of three-dimensional multimedia and the turn of the century.

BEHIND THE SCREENS

STONEKEEP

Publisher:

INTERPLAY

17922 Fitch Ave., Irvine, CA 92714
714-553-6655

Developer:

INTERPLAY

Design team:

Brian Fargo: Executive Producer

Michael Quarles: Producer

Chris Taylor: Designer

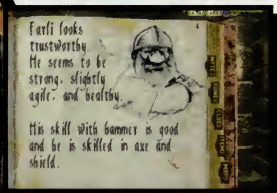
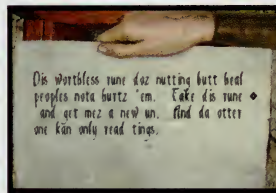
SUSPEND YOUR DISBELIEF...

STONEKEEP IS FINALLY HERE! by Gregory Off



When Interplay first began their work on "Stonekeep", Ronald Reagan was still in the White House, Generation-X was more like Generation-W, and Wesley Snipes was still a man. In an industry where constant, dramatic change is the norm, the making of Stonekeep has evolved into an epic that is almost worthy of the game itself. Work began on this

would one day become the most ambitious role-playing adventure, yet accomplished, in the video game field. The President of Interplay, Brian Fargo, and a chap by the name of Todd Camasta, had an idea for an advanced role-playing game that would transcend the technological limits of the day and establish a new benchmark for



game way back in 1988! In 1988, I was playing games on an Amiga 500, because the Genesis hadn't sprung to life yet and PC games were just sooo cheesy! EGA graphics, PC buzzer for a "sound system", playing on the damn keyboard and a 20 Meg hard drive ... PC gaming sucked!

Out of this darkness came the seeds of what

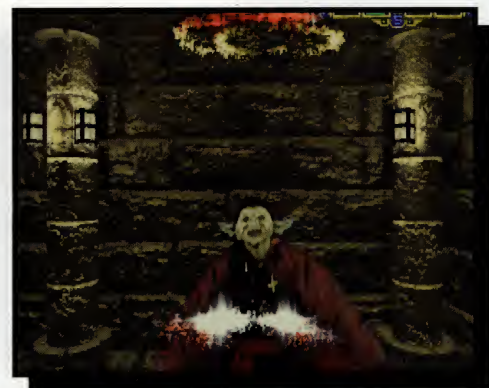
interactive entertainment.

Well, here it is, the end of 1995, and Stonekeep is arriving on retailer shelves. In a business where the only constant is change and where technology has been increasing at warp-speed, Stonekeep no longer represents that new benchmark in technological performance, but it DOES represent the new benchmark in fantasy role-playing games.

The main feeling one experiences when playing Stonekeep is the sheer enormity of it all. It is readily apparent that this was a labor of love for the folks at Interplay and, although they might have steered off course a couple of times during its lengthy construction, they followed through with an amazing end result. In fact, I feel that I have to let you know, I received my reviewable copy just two days before the close of this issue. From what I understand, it takes someone who knows exactly what they are doing no less than 60 hours to beat the game from beginning to end. Needless to say, I have been diligently playing, (literally day



COVER STORY



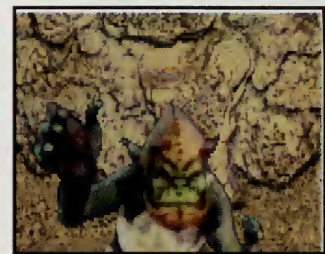
and night) to be able to write a fair and accurate review. As it stands right now, I am probably about 3/4 of the way through and I've run out of playing time. So, please forgive me if you play further and see something that wasn't mentioned or shown in this article.

When you first boot up, you are treated with a filmed, full motion video introduction, which starts off with young Drake (our soon to be hero) enjoying a leisurely day in his castle chambers in the town of Stonekeep. This peaceful tranquility is broken by an evil shadowed figure looming large on the horizon. With the clench of his fist, the town of Stonekeep and its people are enveloped in searing darkness, leaving only bony remains in its wake. At the very last possible moment, before the town itself is sucked up into the earth, Drake is rescued by a mysteriously robed figure.

Your quest begins ten years later. You, as Drake, have returned as a young man to the very spot where this tragedy took place. Confronted by a beautiful apparition, you are now told of your destiny. It is up to you, and you alone, to descend into the bowels of Stonekeep to defeat the evil Shadowking and raise the land from the depths of the earth itself — piece of cake!

In true role-playing fashion, you start the game with only your fists and a few necessary items. These items are a Magick Scroll and a Mystic Mirror. The scroll magically holds all of your inventory items and has an unlimited capacity. The mirror allows you to interact with yourself and your

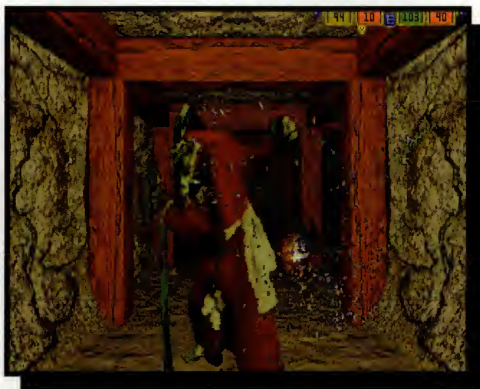




party and is the main form of equipping your characters. It's up to you to be able to stay alive and build yourself up. Three of the very first things you must do upon starting the game and find some armor to protect your extremely vulnerable hide, get yourself a weapon and locate your journal. The journal is an essential and important item as it contains vital information and has numerous indispensable uses; these include: all your character information, automapping, a listing of the items and spells you have accrued, and clues and observations you have gathered along the way. You can even write notes in here if you like. Without this journal, you will be quickly lost, guaranteed!

One of the main points Stonekeep offers to the player is its amazingly simple interface. This inter-





face was carefully crafted to be unobtrusive and user-friendly, keeping keystrokes and commands down to a minimum. The goal that Interplay was working towards here was to create a fully immersive experience, where you would be able to be totally involved with the task at hand and forget that you're just playing a game. In fact, besides basic movements, everything is controlled with the mouse which allows for instant gratification and easy accessibility.

The world of Stonekeep is made up of 13 separate domains that delve deep underground. Each domain, in itself, can be comprised of numerous levels with different goals and feats to accomplish. The cool thing is, it's really like its own world where the inhabitants have their own artificial intelligence and personalities — everything seems to be truly alive.

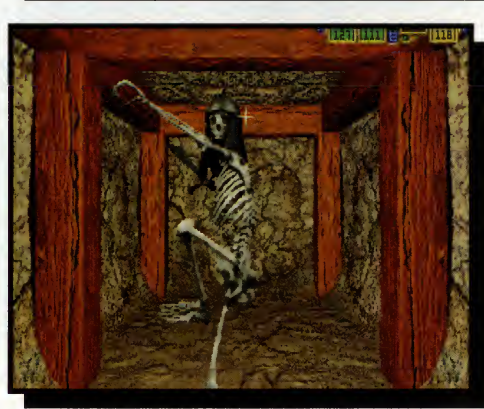
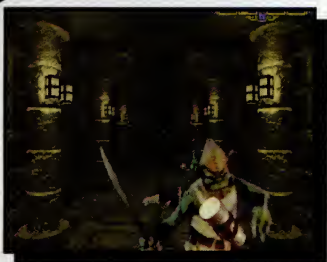
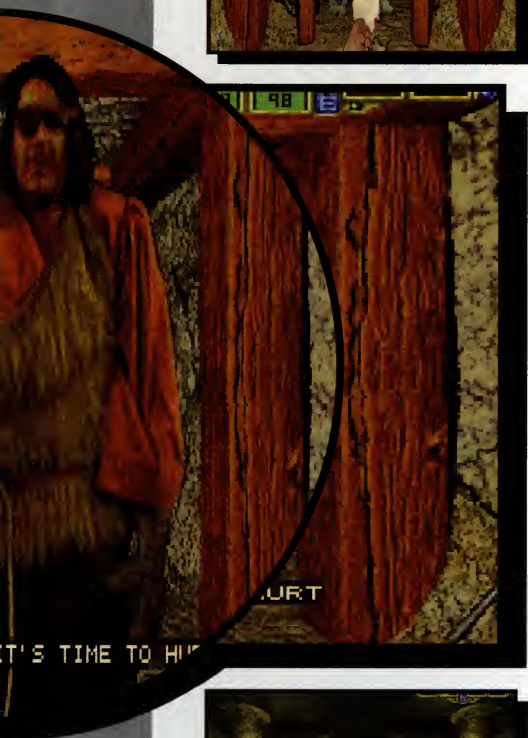
Stonekeep's graphics combine a mixture of 3D-rendered dungeons and creatures, rotoscoped video of live actors and Hollywood special effects. The results are completely convincing although not overly impressive. What really impressed me were the amazing sound effects that seemed to pop out at you from all directions. Interplay has made use of "real-time stereo tracking". Sounds will grow louder as you approach them and they fade as you move farther away. This effect, combined with crystal clear sound effects, really adds a special touch to the game.

The time and effort that went into the making of Stonekeep and the vision Interplay had in mind, is clearly obvious. With newer technologies and real 3D graphic engines practically being the standard, there will, no doubt, be some nay-sayer that will feel that Stonekeep has missed its window of opportunity. My take on that would be, just play it for a while. I guarantee, once you start, it will be almost impossible to stop.

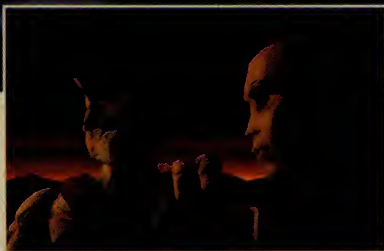
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94%



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IF YOU JOIN THE CRUSADE

...YOU TOO CAN BLOW UP THINGS – REAL GOOD! by Gregory Off



There are a few select games that I hold in the utmost highest standing. These significant titles have earned an elite place in a special CD case that I keep by my computer... my own personal "Hall of Fame" if you will. Since the E3 show way back in May of this year, I have kept a special spot in this case ready and waiting for Origin's "Crusader: No Remorse" because, even back at that early stage, it was extremely evident this game was going to be truly remarkable. After six excruciatingly long months of doing my best to be patient and not to incessantly pester the poor folks in Austin Texas (sorry Dave and Eileen) like a kid who's stuck in the family car heading for Disneyland, the game has finally arrived. Was it worth the wait? Is it everything I thought it would be and more? Is it freakin' awesome!!! Well ... my answers would have to be: yes, yes, and hell yes!!! But, before I go and blow a gasket or something, I guess I should probably give you a few concrete reasons why you should first finish reading this article and then immediately head out and purchase this game.

CRUSADER

Publisher:

ORIGIN

P.O. Box 161750, Austin, TX 78716
512-335-5200

Developer:

VESTED INTEREST

The thing that struck me about Crusader when I first played it was that it brought back fond memories of the types of games I used to play and enjoy, way back when, on the Commodore 64 and Apple II plus. A lot of these titles were highly original, inventive and brimming with ingenuity (such as the original Castle Wolfenstein) and it is clearly evident to me that these titles were also somewhat of an inspiration to the programmers and coders over at Origin who have successfully brought together all of the important and necessary factors, old and new, to deliver a near-perfect gaming experience.

The story plays an integral part in the game and wasn't thrown in as an afterthought like so many other titles. It's well thought out, extremely detailed, and unfolds like a movie via full motion video. In fact, this is one of the few times that I can truthfully say that the use of FMV has added to the overall enjoyment of a game rather than making it a cheesy experience.

Set 200 years into the future, the Earth is now run by the World Economic Consortium (WEC) – a conglomeration of all the World's governments dedicated to imposing its own brand of order without any regard for the will of the people. Any free thoughts or actions are ruthlessly put down by the Silencers - an elite military corps. You, by the way, are one of them, but you're tormented with your victim's screams with each and every thought. You're supposed to be incorruptible... but this can't be right. As a last ditch effort, you have decided to rebel against the oppression and right the wrongs you once fought for.

The basic goal in Crusader is to successfully complete a series of 15 different missions with a variety of different objectives.

PC Revolution



Most have you infiltrating factories or processing plants in an effort to retrieve certain data files or rescue prisoners being held hostage. The cool thing is – it's up to you to decide how you go about it. You can opt for the more covert, stealth-like course of operation where you try and get through the level without alerting too many guards and setting off too many alarms, or you can take the more thoroughly enjoyable route and blow the living crap out of any and everything you see – and believe me, when you're blowing 'em up, they blow up real good!

Crusader is played in a unique, isometric viewpoint that scrolls from screen to screen. Control is achieved either by keyboard or mouse and there are a variety of moves at your disposal such as running, jumping, rolling, crouching and, of course, shooting. Actually, controlling your character is a little bit of a sticky point with me and is probably one of the only reasons this game didn't rate a perfect score. Everything about the way the character moves and controls screams "joypad", yet curiously, there is no option for it or a stick. The best I can figure, is that there are so many movements and options, and the action is so quick-paced, that the programmers figured it would be too hard to alternate between the pad or stick and the keyboard strokes. But, with the Suncom "Programmable SFX" pad (free plug), I was able to program in all of the basic movements as well as most of the keyboard options and it played like a dream. Although, having to use the keyboard as the main means of control isn't all that bad and just takes a little time and practice to get used to.

The levels are well-thought out and planned down to the very last detail. You know

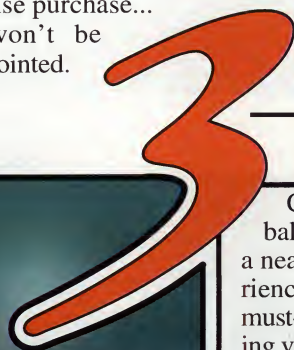


if there is a guard standing next to a few barrels of radioactive goo, that a well-placed shot will not only explode the barrel, but will also set our friend on fire, running around with his hands up in the air and screaming in agony (gruesomely depicted in detailed, hi-resolution, SVGA graphics).

Speaking of graphics, they are remarkably crisp, clean and detailed and, as I mentioned before, the explosions are a sight to see with bursts of sparks and flashes of light everywhere. The accompanying sound effects are also dead-on with clanging alarms, digitized voices, bass-filled explosions and gun reports.

Unfortunately, I've gone way over my 700 word limit and I could probably go on and on about some of Crusader's other fine points, but let me just say this; Crusader delivers big time! It is a perfect balance of all of the elements required for a near-perfect game and an awesome experience. It really has no weak points and is a must-buy for almost anyone who enjoys playing video games. So, take my advice, wait no longer and go out and make that wise purchase...

you won't be disappointed.



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95%



HI-HO THE DAIRY-O... A-HEXEN WE WILL GO

IT'S BEYOND HERETIC. BUT IS THAT FAR ENOUGH? by Tim Lindquist



"Hexen: Beyond Heretic" is the sequel to Raven Software's "Heretic". Heretic was the first game to make use of id Software's "Doom" engine and was released by id Software but made by Raven. It differed from Doom by using a decidedly more medieval atmosphere and by incorporating items and magic which could be used to fly, transform enemies into chickens, etc. You could also look up and down on-the-fly, while romping through the game.

Hexen, as the full name implies, takes you, the gamer, beyond Heretic and pushes the limits of the Doom engine to the edge. You'll now find all-new play mechanics like the ability to jump. There's clever new items, such as your very own personal minions (dark servants) which you can send out to dispatch enemies on your behalf, and now you can choose between three different classes of characters to portray: Fighter, Cleric or Mage — all with different weapons and skills. As the Fighter, you start life with a spiked gauntlet as your only weapon and must use a tricky tactic of staying just out of arm's reach of the enemies to get in hits without being clobbered. In the second level, you'll pick

up a magical axe that hits foes that are a limited distance away, as long as it is charged with blue mana — something you run out of and must replenish with mana containers which are scattered throughout the level. The next weapon is a Hammer which, when mana-charged, can be thrown at any enemy you can see. The final weapon is a green-glowing sword which must be charged with the more elusive green mana and makes for an awesome, albeit short-lived, weapon. The Cleric starts off with a spiked mace, moves on to a cool snake-eyed staff, on to the glowing magic fire-spewing hands, then to the ultimate: the crucifix of souls

HEXEN: BEYOND HERETIC

Publisher:

GT INTERACTIVE

16 East 40th Street, New York, NY 10016
212-679-6850

Developer:

RAVEN/id SOFTWARE



PC Revolution



which shoots out specters that consume all. The Mage starts with a blue gem'd staff (the Mage is the only character that starts life with a projectile weapon), moves on to the glowing magic ice-spewing hands, then to an awesome magic electricity-spewing hands, then to an awesome skull staff that spurts burning lumps of death. Four weapons is all each character can have; but, when you add the weapons of all the classes of character, you get a total of twelve different weapons in the game.

The level objectives are slightly different from Heretic; no longer is your task to find the exit — now you can move freely from one level to the next and back again through portals. In fact, in many cases, you have to warp to the next level and flip a switch or find an object, then go back to the previous level where a new area will be accessible which, in turn, contains a switch that will open something in the next level. It can get confusing, to say the least, but definitely creates a sense of vastness never before present in a game of this style. There are many new special effects, like warping walkways and shattering stained-glass, and new enemies. Deathmatch play is still here, allowing you to match wits against human players over a modem or network and is even more fun with the

ability to play as any of the three classes of characters.

So what's wrong with Hexen? Well, I'm just not as enthusiastic about Hexen as I have been about other Doom clones. I guess all the hype and excitement surrounding this new incarnation got me worked up for something truly spectacular and when I finally got my hands wrapped around the controller and actually played it, it didn't blow me away. If anything, it seemed like an anti-climax. Lately, I've been playing some pretty incredible Doom 2 WADs like "BF_THUD!" at high resolution on the Mac. Going from that to the pixelized, dark levels in Hexen, just didn't thrill me. Hexen uses too much fog and night-time effects, which seem to detract from the quality of the graphics. Plus, it seems like there's only four or five enemies, which you see over and over throughout the levels. However, I must say, if I had never played a Doom clone and sat down in front of Hexen, not knowing what to expect, I'd probably have wet my pants. There's a three level demo available on various online services (it shouldn't be too hard to locate); I'd definitely recommend getting it before you decide to buy Hexen. If you like that, you'll love the full game.



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80%



ECCO THE DOLPHIN

Publisher:

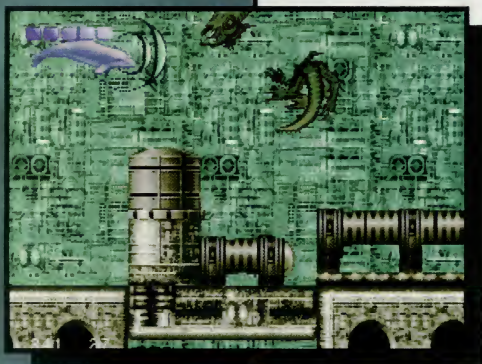
SEGA OF AMERICA

255 Shoreline Drive, Suite 200, Redwood City, CA 94065
415-802-3200

Developer:

NOVATRADE

75%



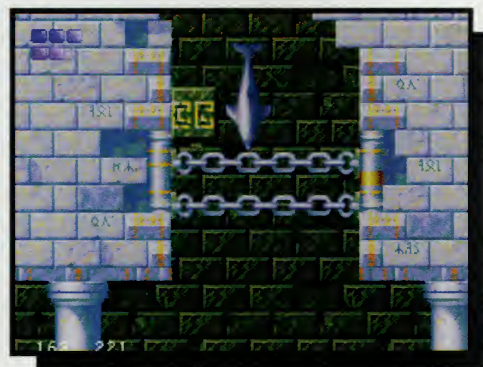
AN "ECCO" OF REDEEMABLE QUALITY

ECCO THE DOLPHIN BRINGS A REASONABLE AMOUNT OF CONSOLE GAMING TO THE PC. by Glen Rubenstein

After all this time, it's kind of hard to get excited reminiscing about a game like "Ecco the Dolphin". When one thinks back, they remember the great music, the cute graphics and the average amount of game play for a Sega Genesis game. Running in the Windows environment however, Ecco comes across as a real breakthrough—console gaming done well on a PC, even if it isn't my type of game—one about a dolphin who swims around and doesn't kill anything.

The plot of the game is simple, although confusing at times—Ecco the Dolphin has lost his "pod" (a tribe of dolphins) due to some mysterious act of nature and he must swim about the ocean trying to find them. The game mechanics include swimming, ramming, and communicating with ocean life, but I just get a kick out of jumping out of the water and performing the type of tricks you would find at "Sea World." Yes, sometimes you must just take your pleasures where you can find them in a game.

The game runs fairly well under Windows, performing a tad slower than the Sega Genesis version (on my Pentium 75mhz, which is saying something) but still, runs smoothly. The gameplay feels incredibly responsive with a PC game pad or the keyboard and it is very easy to navigate your way through the various levels the game has to offer.



The graphics look as good as they ever did on the Genesis and the soundtrack sounds better than ever, through a good sound card and high-end speakers. The presentation of the game at full screen looks sharp on a computer monitor and, at times, you'll feel like you're playing on the Genesis.

For some people Ecco should come as a welcome addition to their CD-ROM library; it's a cute game with wide appeal and a decent amount of challenge. But, others may not see the point in playing a game on a \$2000 system when it could be played conveniently on its native \$79 platform, the 16-bit Genesis. Sure, if you already own a computer, why go out and spend the money? There is more bang for your buck in the other computer software titles available. So unless you need to experience that "Sega magic" on your PC screen, your needs may be best met elsewhere or by waiting for the next generation, which is currently on its way (see last month's "The Wire" section for more info) and is sure to be ten times better, once the kinks are worked out.

My overall feeling, with Ecco the Dolphin, is this: the game isn't half bad and it is groundbreaking in further establishing the PC as a console-type gaming system. If you are looking for new, non-violent means of adventure with good graphics and a superior soundtrack, it's worth checking out.



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DESTRUCTION DERBY

Publisher:

PSYGNOSIS

919 E. Hillsdale Blvd., 2nd Floor, Foster City, CA 94404
415-655-8000

Developer:

REFLECTIONS



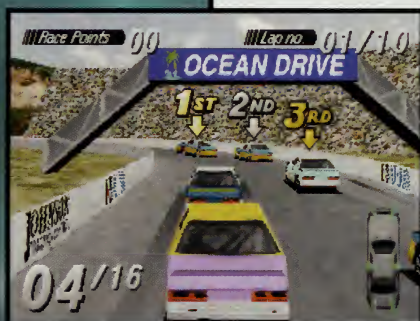
GREG

Division: 4

Finished: 1st

Points: 110

NEXT SEASON



COME ON FLASH! LET'S GET THEM DUKE BOYS!

THRILL TO THE SUPER SMASH 'EM, CRASH 'EM ACTION IN DESTRUCTION DERBY! by Gregory Off

If you've been following the past few issues of Dimension-3, you should be well aware that we have had a driving game on the cover of two of the last three issues, (EA's "The Need for Speed" and Virgin's "Screamer"). Believe it or not, we do play and enjoy other styles and genres of games. It's just that with each new racing title that's released - whether it be sim or arcade - the benchmark for quality, originality and intuitive gameplay gets raised another notch or two. Psygnosis' "Destruction Derby" is one of these games and it was a true struggle not to want to grant it the cover of our December issue.

What makes Destruction Derby so special and not just another jaunt around a track, to see who comes in first, is its unique twist on the theme, which is to completely kill, crush, maim, destroy and fully devastate your opponents (and have a damn good time in the process!). The basic idea behind this, is to out-manuever, out-smart, and generally bash the hell out of anyone who gets in your way, while keeping your car as intact as you possibly can. There are no rules, no lengthy setup screens



PC Revolution



and no pit-stops; just full-fledged, unadulterated, adrenaline pumping, smash-em-up action - which is what Destruction Derby does best.

There are, in total, four separate game modes: Wreckin' Racing, Stock Car Racing, Destruction Derby and Time Trials.

Wreckin' Racing finds you on a circuit of six tracks, ramming and racing it out with 16 other cars in an effort to not only place first, but to score as many championship points as possible by totaling other cars and spinning opponents through 180 or 360 degree turns. Stock Car Racing is basically the same as Wreckin' Racing without the wreckin'.

Although, while in this mode you can still smash-up your opponents, you're awarded points for coming in as close to first place as humanly possible. Destruction Derby is just like it sounds. You and up to 20 other opponents facing off in the Bowl - a huge, oval arena, (like one big game of

lethal bumper-cars) and the last one still mobile after the shrapnel stops flying is the winner. What this option basically boils down to, is a race against the clock to see who can keep it together the longest. A lot of times, your radiator will start smoking or your front-end will be so

smashed up that your alignment is shot. This is where the challenge comes into play, and sometimes you will be required to slam it into reverse and use your back-end to survive a little bit longer. The last game option is the Time Trials, where you are racing against yourself for the best timed lap. In turn, these options, with the exception of

Time Trials, support network play with up to 16 players or 2 player, head-to-head competition, via modem (I must mention that the network option was not in the reviewable version we received, but we are assured it will be in the final version of game).





The six tracks are all slight variations of each other, with various changes in the scenery. There is the Speedway, Cross Over, Ocean Drive, Cactus Creek, City Heat and the Bowl. Out of these six, the most challenging and, hands-down, the most fun are: Cross Over and Cactus Creek. Both of these tracks overlap themselves at some point (like a big figure eight) and I'm sure you can imagine the chaos that ensues when you're caught in the crossfire of oncoming traffic. In fact, there is a replay option that was built in just for this reason; it's really quite satisfying to watch your car or that of an opponent's get sandwiched, sideswiped and slammed by an onslaught of ten others approaching at 100 mph.

The graphics in Destruction Derby are simply amazing to behold. The cars are seamlessly comprised of rendered, texture-mapped polygons and look and control like the real thing. In fact, as each car takes on more and more damage, it shows. The framework of the car is constantly being redrawn to accurately represent the damage on-screen and it's more often than not that you'll be watching your car go from its pristine state to a smoking crumpled heap. If too much damage is

PC Revolution



incurred along the ride, it's game over man!

If you are wondering how the PC version compares to the PlayStation version, let me tell you that they are almost identical down to the last pixel. The only differences I was able to observe was the omission of the huge Sony DiamondVision screen found in the Speed Way track from the PlayStation version and the bobbing used car salesman's head found in the City Heat track. Small sacrifices to say the least (and these might have been added in the final version).

So, yes I really liked this game. Destruction Derby is another prime example of how the PC is just as good, if not better, at producing anything the home 32bit consoles have to offer. The programmers at Psygnosis and Reflections are an extremely talented group of people and they have truly outdone themselves, once again. The best thing is, this is the first of a series of games they have that are coming out for both the PC and PlayStation. Stay tuned for Wipeout which, if all goes according to plan, will be featured in next month's issue.



93%

Destruction Derby is another prime example of how the PC is just as good, if not better, at producing anything the home 32bit consoles have to offer. The programmers at Psygnosis and Reflections are an extremely talented group of people and they have truly outdone themselves, once again.



TOMCAT ALLEY

Publisher:

SEGA OF AMERICA

255 Shoreline Drive, Suite 200, Redwood City, CA 94065
415-802-3200

Developer:

NOVATRADE

50%

TIME

3

CRASH AND BURN

BAD GAMES SOMETIMES TRANSLATE EVEN WORSE TO THE PC. by Glen Rubenstein

In a lot of ways, "Tomcat Alley" is the epitome of what went wrong with the new generation of "Hollywired" games. Sure, it came out first on the Sega CD almost two years ago, but only now, on the PC, does it show itself as the true center of evil amongst bad full motion video games.

The story of the game is simple—you are a rookie pilot on an "elite" fighting force (why is it all fighting forces in video games are "elite"?), who must combat enemies of the world in the air while keeping your wingmen alive, all the while getting enough of an adrenaline rush to satisfy the game's target audience, of 18-34 year old males who don't normally play video games. And perhaps this game is for that audience, because it is even less of a game on the home computer than it was on the Sega CD; it's more of a passive experience, where you either hit the plane or miss it and the movie either continues or stops.

Tomcat Alley, on the PC, basically becomes a game of "point and click"; it's like the Windows Desktop, with full motion video playing every time you tap an icon. These points and clicks happen in the course of heated dogfights that never really feel all that imminent and all sorts of challenges are thrown your way that really aren't that hard. With the original Sega controller on the Sega CD, the game had a bit of difficulty in the play mechanics; but with a



mouse on the PC, it is really simple to move your crosshairs over a plane and shoot it down.

Another problem, for Tomcat Alley, is that the video doesn't look that good. Sure, the technology and the compression have both come a long way and it isn't as grainy as it used to be, but it still isn't of stellar quality. And, stepping aside from the presentation aspects, too much video is repeated in the game, giving it an almost monotone feeling of repetitiveness during playthrough.

One would think that Sega could do a lot, in the field of PC Games, by creating original properties to utilize the capabilities of a home PC. But, by just simply porting over product like Tomcat Alley, they are giving the world more mediocre product that pales in comparison to the things long-standing PC game companies have been doing well for years now. Any PC gamer, I know, would gladly take Falcon 3.0 or a similar arcade-style flight sim any day and with the promise of Falcon 4 and the new generation of flight sims, the days of FMV mixed with good ol' dogfight action can't be that far ahead.

It's just too bad. Tomcat Alley comes off as a pretty poor excuse for a CD-ROM title. It may have some overall value to those who don't like a lot of game play to their game, but I feel most PC gamers will probably want to take a pass.



PC Revolution

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"great looking and
highly playable" - computer player

"...Slipstream 5000
does it right"
-Next Generation

"...A racing game designed for the
flight sim junkie"
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"An **addictive** and solid game"
- Computer Game Review



"...a **complete blast**
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A VIRTUAL ADDICTION

IF ALL GAMES WERE AS GOOD AS *LEMMINGS 3D*, NO REVIEWS WOULD EVER GET WRITTEN. by Glenn Rubenstein

The Lemmings concept has been done many times over on many different platforms with many variations and enhancements. With all of these various upgrades and improvements, the award-winning concept has remained untouched – you have a group of mindless Lemmings who will keep walking to their ultimate doom and it's your task to keep them from impending disaster and harm's way by safely ushering them to the end of each level. Granted, after awhile it may seem like there is only so much challenge to be had in this concept, but *Lemmings 3D* recreates the game from the ground up. Gone is the old two dimensional perspective and flat levels with their seemingly basic, and "not too difficult", challenges. In its place, is a refreshingly new and improved 3D model which brings all sorts of new elements to the game. In this version, all of the graphics are 3D texture maps, so you can't quite look at the level all mapped out in 2-D and come up with your solutions quickly. Different camera angles and the ability to move around let you really get a feel for the level and almost

LEMMINGS 3D

Publisher:

PSYGNOSIS

919 E. Hillsdale Blvd., 2nd Floor., Foster City, CA 94404
415-655-8068

Developer:

CLOCKWORK GAMES

Greg Duddle: *Producer*

Robert Matthews: *3D Modelling & Animation*

Neil Casini: *3D Graphics & Animation*

Andrew Brechin: *Level Design*

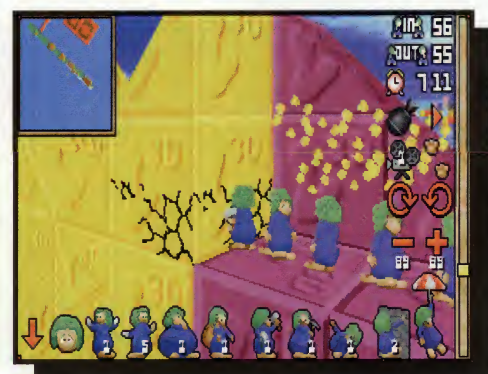
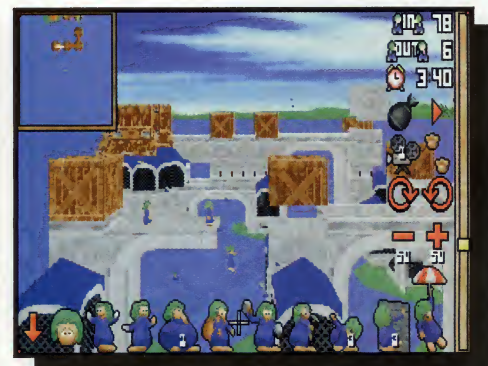
Philip Morris: *Music Manager*

play as a "Virtual Lemming", trying to find exactly how to continue your progress. The levels take on new themes and while they do get somewhat repetitive after awhile, there is an inherent challenge that the player feels compelled to solve.

The levels and challenges range from snowy, ice-slicked worlds to colorful jelly bean factories (Jelly Belly is an official sponsor of the game, go figure) and you have to utilize skills of climbing, demolition, construction, rotation and other tactics to overcoming the obstacles as they appear. Some high points of the game include: Ice Skating Lemmings sliding along slippery terrain; near-impossible feats of climbing up medieval towers; and blowing up parts of a circus level, to reach your final goal. There are an amazing 100 levels, in the game, and each one is guaranteed to cause frustration and reward fulfillment on an escalated level. Simply put, even when you are com-



PC Revolution



pletely fed up, this game is impossible to stop playing.

The graphics in this game are quite good, adding somewhat of a real DOS feel to the game. They're good, but not overdone like most of the PC/CD-ROM products being designed nowadays, to run under Windows 95 (the game runs great in DOS and fairly well under Windows 95). Each Lemming is fairly detailed and the levels have a high quality of art, that really makes you feel like you are in a virtual world.

As far as the music goes, the game has

an incredible soundtrack, which contains variances from cute bouncy little jingles to epic sounding soundscapes that really immerse you and can be distracting from the game. The sound effects are funnier than ever, almost taking on a level of cuteness – one almost wants to press the “nuke” button and blow up the Lemmings out of frustration, just to hear their scream of “Armageddon”!

The end result is that this game is an amazingly addictive time consumer that can be played on almost any computer, equipped with a CD-ROM drive, by any game player, looking for the high tech equivalent of a drug addiction. Once you get going, it is near impossible to stop. In fact, this is perhaps the most procrastinated review ever written by this writer. I've been saying, “just one more level and then I'll start writing”, for the last three hours.

Psygnosis has delivered on all accounts. As a game of challenge and quick thinking, 3D Lemmings is, perhaps, the best mix of an old school computer game, with the capabilities of today's advanced technology. More than just a puzzle game and a lot more fun than most of the computer faire on the market today, 3-D Lemmings



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97%



THE JOYS OF GOOD SEX

ARE NOTHING COMPARED TO A GREAT GAME OF TEMPEST! by Tim Lindquist

Lately, it seems like all the great console games are migrating to the PC market. In the span of just a few months, I've played Super Nintendo, Sega Genesis, Sega CD, Sega Saturn and now Atari Jaguar games on my PC! Strange days indeed. I'm, not complaining, for sure! It's great to play these classics, at warp speed, on a big honkin' SVGA monitor. I guess the console developers figure that there's so many PC's already in homes, it couldn't hurt to release a few games to see which way the wind is blowing. Personally, I think it's a great idea; but I've heard others say that they don't like the idea of playing a game from a \$149 system on their \$2000 piece of hardware. "Pfft" is what I say; you've already got it, why not use it? That's like saying you won't put a bag of groceries in the back seat of your Lexus 'cause they'd fit just as well in your Volkswagen!

Anyhow, enough rambling about the pros and cons of having the game at all, let's get to the juicy bits of how good the game is and how well it's been translated to the PC platform. Mind blowing, that's how good the game is! In this humble reporter's opinion, Tempest 2000 was the single reason the

Atari Jaguar sold at all. Consumers took one look at this game and knew the end was neigh; console gaming 64-bit style is here! Unfortunately, what followed in the form of Checkered Flag and Club Driver "clubbed" them back into reality. I saw quite a few disgruntled retailers staggering around behind their counters, punch-drunk, like they were about to receive a Mortal Kombat style fatality, after get-

TEMPEST 2000

Publisher:

ATARI CORPORATION

1196 Voregas Ave., Sunnyvale, CA 94089
408-744-0880

Developer:

ATARI

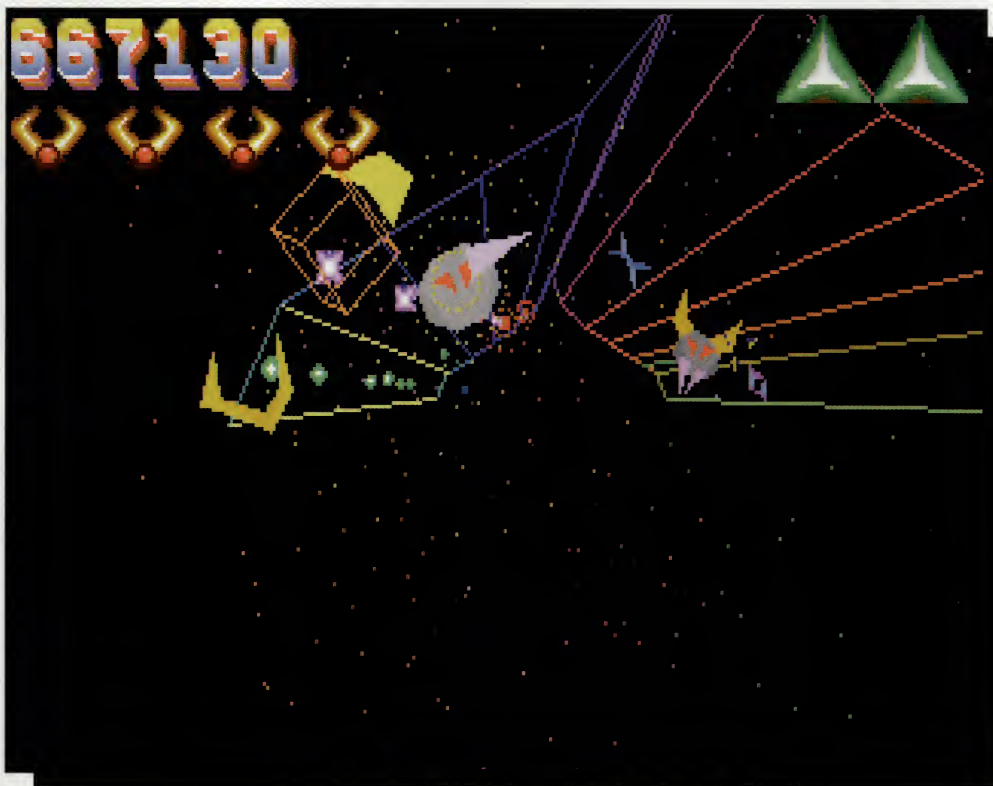
John Carlyle: PC Conversion

Jamie Irvine: PC Conversion

Shaun McClure: Artwork

Ian Howe: Music and Sounds

Bill Newsham: Producer



PC Revolution



ting a taste of the Christmas '94 Jaguar lineup. Oops, there I go rambling again ... Tempest 2000 is a remake of the circa 1981 coin-op classic of the same name, sans the 2000, by Dave Theurer. The Jaguar remake was done by the famed gaming guru, Jeff Minter. You take control of a hyper little yellow, electrified, tong-like thing that straddles the edges of a bizarre latticework, teaming with nasty sparks and spikes of various voltages that ride the lines up from below, killing you instantly with but a touch of their wispy tendrils. It's one of the most original games I've ever seen, with million-mile-an-hour gameplay that stiffens the hairs on the back of your body parts with its intensity and, as if that wasn't enough, the incredible techno music will melt your mind.

I'm told that the version I'm playing is totally reviewable, so I feel safe in saying that there's a couple of things that didn't seem to make it through the translation to the PC; the most notable being the cool melting effect you get whenever you make a selection on the Jaguar version. It's just plain gone from the PC. The only other thing I detected that is different, in a negative way, is the graphical quality of the texture in the first bonus stage; it's looking a bit chunky. Other than that, this game is 100%



identical to the Jaguar version and, I think, controls even smoother with a Gravis Gamepad than with the Jaguar controller. Who knows, Atari may add or change these things before you get your hands on a golden box copy from your local retailer.

So, is this worth the 50 smackers for a game that's already out on the Jaguar? There's no question about it; if you don't have a Jaguar and haven't already played it to death and you do have a PC (gee, how many fit this demographic?), add this one to your list of must-haves. It's a welcome addition to any gamer's library and truly in a genre of its own.



So, is this worth the 50 smackers for a game that's already out on the Jaguar? There's no question about it; if you don't have a Jaguar and haven't already played it to death and you do have a PC (gee, how many fit this demographic?), add this one to your list of must-haves. It's a welcome addition to any gamer's library and truly in a genre of its own.

95%



SUPREME WARRIOR

Publisher:

DIGITAL PICTURES

1825 S. Grant St., Suite 900, San Mateo, CA 94402
415-345-5300

Developer:

DIGITAL PICTURES

71%



SUPER SUPREME DEEELUXE

DIGITAL PICTURES' "SUPREME WARRIOR" SERVES UP SOME SERIOUS RED MEAT! by Mark P. Winding

My biggest complaint with my slave driver editor-in-chief is that he always assigns the good action games to our other editors, leaving the military/strategy sims to me. Walk into the offices of Dimension Publishing on any given day and the first thing you will hear is me whining about the fact that I never get any of the "good" games (some things never change). Now, don't get me wrong, I love a good military/strategy sim, it's just that every now and then I need to kick a little street punk butt; you know what I mean? Well, at long last my opportunity has arrived, in Digital Pictures' "Supreme Warrior"! I don't know about you, but I can't wait much longer; so what say we get started?

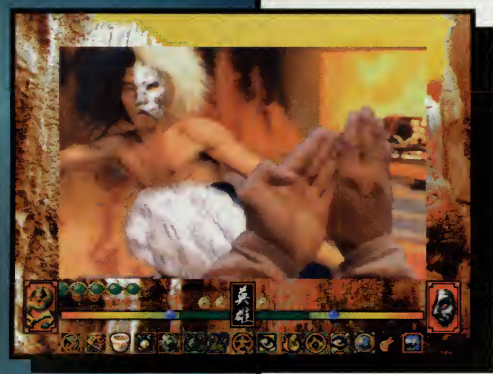
Supreme Warrior is one of those full motion, video action games that is supposed to be "the next best thing to being there". Unfortunately, most of these games have fallen way short of their advertised billing. They're just not fast enough to give you the feeling that you're "really there". However, being the suckers that we are, we can't seem to get enough of this stuff and continue to consume these games like Bill Clinton consumes Big Macs. The story goes something like this. This famous warrior, named Wei Jian Tsen, was a major stud who eventually became the ruler of many lands through various acts of imperialistic aggression (of course, that depends on who wrote the history). On his way to meditate, one day, he ran into this dude (the sorcerer Ka Fung) who crafted a mask that, when broken in two, represents the power of both good and evil. When the two halves are joined, the owner will possess supreme power. All right, I'm not going to insult your intelligence with the rest of the story; you've probably already figured it out by now. Suffice to say,



you will be given a choice of a number of battles to fight throughout your quest for both pieces of the mask. The bottom line is, what's the game play like and does the full motion video live up to its promise?

First off, let's start out with the game play. In a phrase, "not bad". There are plenty of levels to sharpen your skills and keep you entertained for quite some time. The main problem is the amount of key strokes it takes to fully engage your fighter. Additionally, there's that jerky feeling you get when the full motion video kicks in; you're not sure if you're really playing or not. Which brings me to my second point, the full motion video. I don't know ... I just can't get into the whole thing. On the one hand, it should be everything a gamer could want, yet it leaves you asking for a lot more when you're done. It just can't generate the speed needed to give you enough realism to sustain your interest.

Supreme Warrior ends up being a good effort at trying something new and different, but only fair in execution.



PC Revolution

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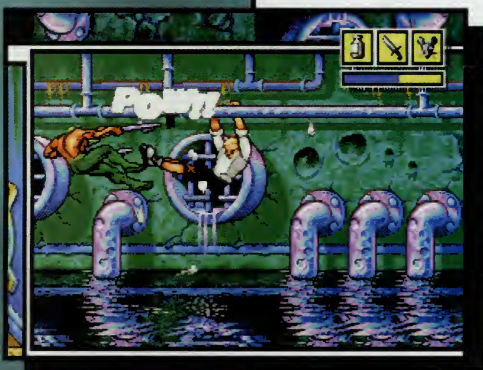
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PHILIPS

SOMEWHERE BETWEEN MADNESS AND GENIUS

YOU WILL FIND A PLACE CALLED... THE COMIX ZONE. by Glenn Rubenstein

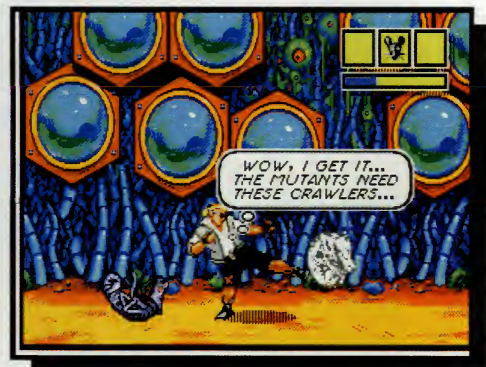
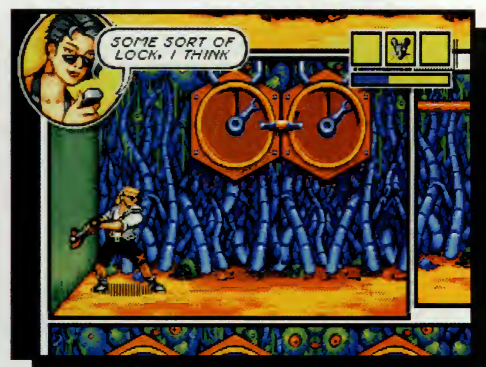


Sega has been dabbling, a lot lately, in the fiercely competitive world of PC gaming. The results, thus far, have been somewhat hit and miss – generally not producing the strongest quality products. Although, their luck could be changing, because “Comix Zone”, their latest entry into the PC/CD-ROM arena, doesn’t just work well because it’s a “hey look – it’s a Genesis game translated to the personal computer product!”, but it also plays its best on the PC.

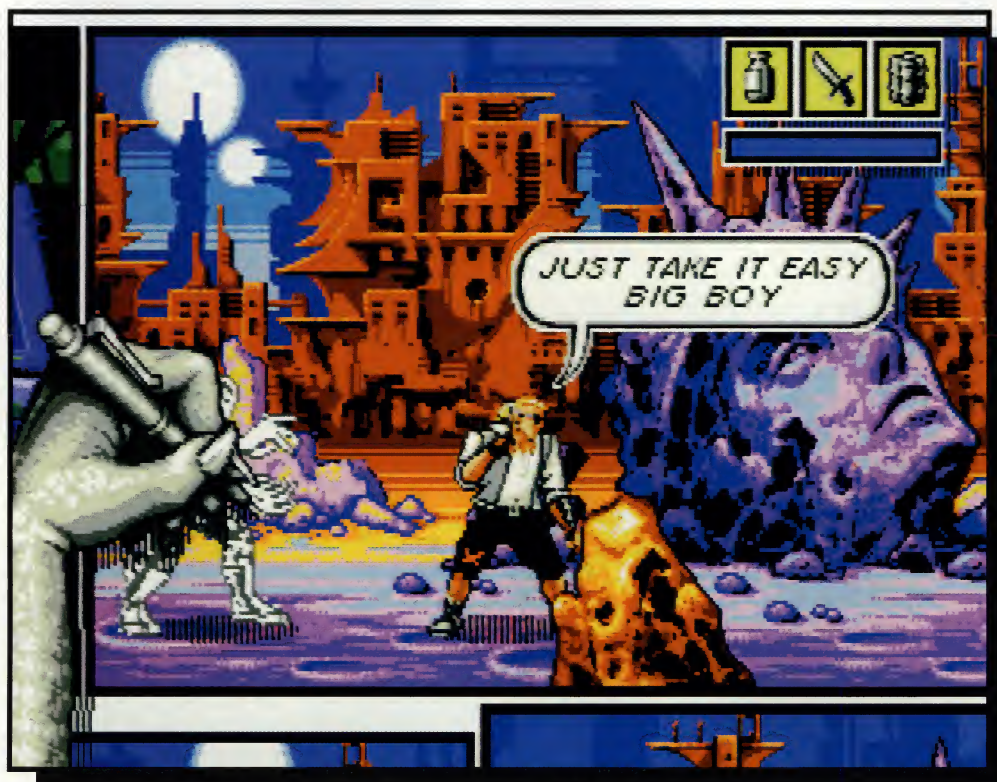
The concept of the game is simple – you are Sketch Turner, renowned comic book artist, who has been sucked into his own animated world and must defeat the bad guys before he can escape. Sure, it sounds like a game you’ll be over with in an hour or two, but Comix Zone truly packs a whallop of a punch. For starters, the entire game is played out in comic book “panels” and you must fight your way from panel to panel in order to progress through the level. During these fight scenes, comic book style dialog is displayed in little word bubbles from which you learn the slowly unfolding sto-

ryline. Undeniably, it is the best example of what an interactive comic book should be and works well as both a game and a story.

You have a host of fighting moves at your disposal, besides just standard kicking and punching. Sketch can perform uppercuts, throws and roundhouse kicks as well as unique combos. In addition to fighting, there are plenty of mandatory puzzles to figure out, in order to progress to the next panel. Sketch can also pick up and utilize many objects along the way. These items range from your trusty pet rat (who has a handy electric tail to zap with) to a power-

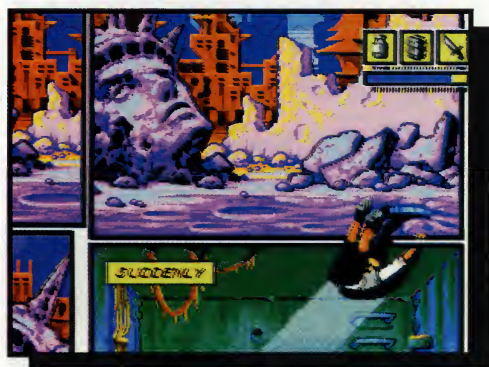


PC Revolution



up that gives you temporary super-human powers and abilities. The downfall and ultimate challenge is knowing when to use these items as some will only work in certain instances.

The graphics in Comix Zone are exactly what you'd expect from a game with this title. They're extremely colorful and have an animated comic book style. The animation comes across fairly well on a PC (although at full screen size, plan to play in high-res mode to make things look as crisp as possible). The speed of the game is almost irrelevant, but any-



thing faster than a 486-50mhz should make the game play smoothly. It also fits nicely into the Windows '95 and Windows 3.1 environments, offering players the option of full screen and "windowed" gameplay modes (with a window that is small enough to make the game look crisper than it ever would on a Genesis system). The sound also has a good deal of superiority and, in some ways, puts the sound of the Genesis version to shame.

The one and only complaint one could have about this title is that, in some ways, it does go on seemingly forever in terms of gameplay. Each villain is not a simple "kick him once and he's down-for-the-count dead guy". Rather, each adversary takes many hits and there are plenty of them per panel, and there are a whole lot of panels per level, and so on and so on. This is a long game.

For fans of comic books, who have been wanting the true interactive-comic experience, you can't go wrong with this game. Action gamers may get a tad bored towards the end; but, for the most part, this is one of the better games to come out on any platform in some time.



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92%



IF YOU CAN PLAY IT IN THE ARCADE...

THEN YOU WILL BE ABLE TO PLAY IT ON THE EDGE! by David Jon Winding



Here they are! Right here, right on this show ... a playable version of "Virtua Fighter Remix" and a demo of "Panzer Dragoon" for the Diamond Edge 3D card and Windows 95. As profiled last month, in "The Wire", Sega is actively preparing many of its arcade and Saturn titles for this new technology. Virtua Fighter Remix comes bundled with the Edge and what a great freebie it is! We have spent hours with VFR, playing both in one-player and two-player modes with Saturn control pads. The game is absolutely incredible! Although the screen shots you see before you were captured, for technical reasons, in 640 x 480, we have been playing in 1024 x 768 with 32,000 colors on-screen ... what an experience! The Edge version of VFR is, dot-for-dot, the arcade game; and that's not all! Other Saturn peripherals, such as the Mission Stick and Arcade Racer, are supported by the Edge.

What really has all of us at D-3 excited, however, is the underlying significance of Sega's entrance into the advanced multimedia market, where other console publishers are sure to fol-

VIRTUA FIGHTER REMIX/PANZER DRAGON

Publisher:

SEGA OF AMERICA

255 Shoreline Drive, Suite 200, Redwood City, CA 94065
415-802-3200

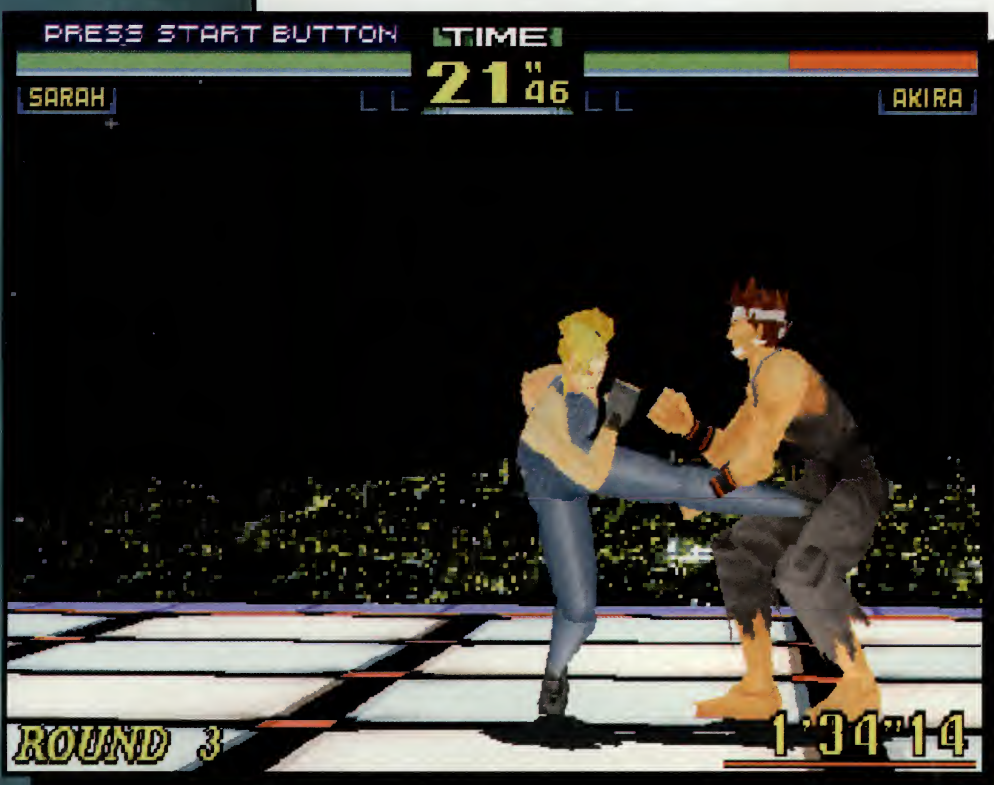
Developer:

SEGA OF AMERICA

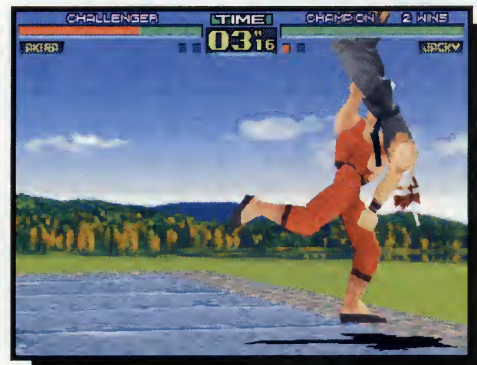
**SNEAK
PREVIEW**

low. After years of struggle and attempts at market penetration, the multimedia PC is now the gaming platform of choice for the mass market. People forget that it was only about five years ago that the average PC owner had an EGA graphics card, the internal PC "speaker" (it was actually a buzzer) and was running software off of a 5-1/4" floppy disk with a 40 Meg hard drive! Now we have 1 Gig drives, 4 X CD-ROM, Mip-mapping video cards, 100 Mhz Pentiums and enough RAM to store the abridged history of the world!

Sega's new commitment to the PC is prob-



PC Revolution



ably the best example of how traditional console publishers are viewing the rebirth of PC gaming. The cold, hard fact of the matter is that there is more money to be made by selling your software to the PC owning family than to any one console platform. Virtua Fighter Remix has been made possible, not just because of a new technology, but because the decision makers at Sega of America have been seeing green. Think about it; no licensing fees, manufacturing costs that are running in the neighborhood of \$5-6, 7-10 day manufacturing times, an increased ability to manage inventory and a potential mar-



ket for the video card and software of about 30 million people/families by the end of the 1997 fiscal year. VFR is making its way to PC because Sega can sell more copies of the game to the multimedia market than they ever will on the Saturn.

What does this mean to you and I? I think that the answer to this question is very simple: more power, more fun! It is fair to say that VFR and Panzer Dragoon are just the tip of the iceberg for multimedia PC and Edge owners. There is a lot of great Sega stuff coming down the road ... bet on it!



CYBERIA²

Publisher:

VIRGIN

18061 Fitch Ave., Irvine, CA 92714

714-833-8710

Developer:

XATRIX

**SNEAK
PREVIEW**



EXPECT THE UNEXPECTED

CYBERIA² IS NOT JUST MORE OF THE SAME... by Gregory Off

When asked, after the huge commercial success of Xatrix Entertainment's interactive adventure "Cyberia", what they would do next? Xatrix's answer wasn't, "We're going to Disneyland". No, this talented group of producers, programmers and artists went right back to the drawing board to see what they could do to make the sequel, "Cyberia" that much better. Yes, this is a sequel in every which way, shape and form, but don't expect a rehashed version with a new story line. Cyberia² improves upon the original concept and technology and then goes much further.

Starting from right where the last one left off, you once again take on the persona of Zak Kingston, master cyber hacker and futuristic super spy. After spending three years in cryonic hibernation, Zak has been mysteriously revived by a band of rebels bent on employing his services for a series of covert missions, hoping to eventually bring down the Free World Alliance once and for all. Zak is now joined by a beautiful rebel counterpart by the name of Novelle.

If you haven't played the original Cyberia, the concept behind it is like an interactive cine-



ma, where you are in control only at certain times and others you are required just to watch. In Cyberia², not only have the programmers improved upon the cinematic feel, they've added much more interactive gameplay and puzzle solving elements. And, in addition to more dramatic narrative cinema (achieved with the help of three SGI workstations), there is so much more depth and control to the game.

The first of the new features Cyberia² offers



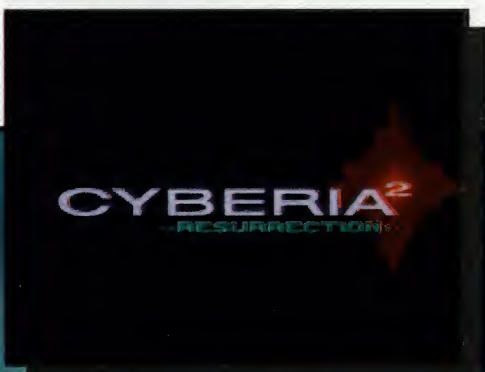
PC Revolution



is their trademarked "Combat Engine". This engine allows the player to interact with random objects and "hot spots" in the game's environment. For example, windows will explode if hit by stray shots, vehicles will catch on fire, etc. This makes for a much more realistic and believable gaming environment. Then, there's the "Advanced Transfighter Engine Technology", which brings an almost unlimited number of randomized enemies and objects to the screen. This allows for a much higher replayability factor, as memorizing where the enemies will pop up is not possible anymore. Xatrix also employed the use of next generation, motion

capture technology, making Zak's movement much more realistic and life-like. Zak is now fully controllable and you will be able to manipulate him in real-time environments ranging from claustrophobic hallways to expansive areas.

Set for a November 15 release, *Cyberia 2* will be Windows '95 compliant, spanning two CDs. The screenshots you see here are from an early interactive demo, which whet our appetites for the finished game. We are extremely excited about the possibilities Xatrix is bringing to the gaming table and will be following up, next issue, with a complete review.



ABSOLUTE POWER

CORRUPTS ABSOLUTELY... ABSOLUTE ZERO ENTERTAINS COMPLETELY. by Tim Lindquist

At first, I was disappointed. I couldn't figure out what I was supposed to be doing. After I got past the absolutely beautiful interface and into the actual game, I was lost. I rushed right past all the intro and mission briefing, eager to get right to the game. That was a big mistake. The first level starts you out on patrol, with a group of fellow wingmen with radio messages coming in, telling you what to do. The problem was, I had no idea how to do what they were telling me; something about going down to check out an anomaly on radar, and dropping pods. I immediately crashed, trying to see what the thing was that my targeting was locking on to. "Great", I thought, "I'm going to have to read the docs". Then, joy came. Domark called with a level select so I could quickly see the rest of the game and boy, it sure did look a lot better than that first level! By chance, the level I selected was an underground mine level, where you controlled the turret of a tank. This was much more my speed, as I hadn't read the doc's yet and all I had to do was aim and shoot, while I spent a little time pecking at keys to see what did what. Yes, this was pretty cool, the graphics were great; highly detailed texture-mapped polygons and it ran quite smoothly on the 7100/80 I was using. So, I beat the level, then backed out and read some of the mission briefings. Domark did a really incredible job, obviously putting hours and hours into the storyline. Each mission is a small chunk of the overall scenario; aliens are invading Europa, one of the moons of Jupiter, where our Earthly forces have set up bases and mining operations. In each mission, you jump to a different part of the malay, playing the part of various characters and controlling different vehicles with different tasks to perform; taking out bridges,

rescuing downed pilots or being rescued yourself. Then, I started reading about how to control the game; it's all online, no need to refer to the manual. So, I hunkered down to start from the beginning and play it the way it was meant. They really should have picked a different mission to be the first. I'm worried that people may be put-off and give up on it too soon, and miss the great levels that follow. (Obviously, Domark got a bit of a hint of this and have since released an upgrade to version 1.0.1 which changes the difficulty of level one.) You really have to read everything they say about the mission before you

ABSOLUTE ZERO

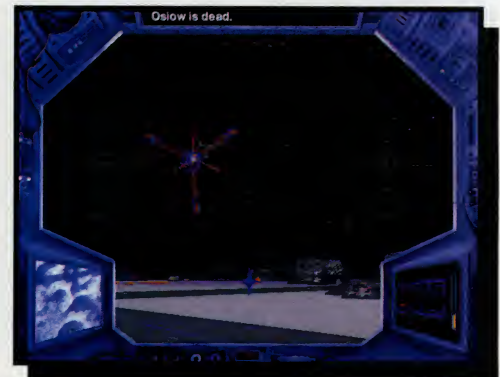
Publisher:

DOMARK

1900 S. Norfolk St., Ste. 100, San Mateo, CA 94403
415-513-8929

Developer:

THE DOMAIN



Virtual Mac



begin and have to listen very closely to what they say during the mission. If you still don't get it, the game gives you a new hint every time you die, which will hopefully get you on the right track. Indeed, my initial impression was way off, once you get familiar with the game and learn all the controls, it's a blast to play.

The game combines flight-sim elements with an arcade shoot 'em up flavor. There's no flaps or landing gear to deal with but there's a throttle and a heads-up display, with target tracking and radar. You can switch to a behind-the-vehicle view, which is full screen, sans the fancy border, that gives the game

a more arcade-like feel but there's no targeting in that view, which makes it impractical to use full-time — a real shame. It's the view that I like best and makes for the best screen shots. (Speaking of which, all of the screen shots shown here are all of actual gameplay, no FMV intro stuff here!) With each mission, you control a new vehicle, which you can equip from several weapons configuration choices. It's usually a good idea to read the mission briefing beforehand to make the appropriate pick.

All in all, Absolute Zero turned out to be a much better game than I was expecting. I've been seeing screen shots of the game for nearly a year and played a demo of it almost as long ago — that wasn't exactly impressive. Thankfully, Domark has managed to come up with a game that's not just rehash of the hordes of PC games that are on the market.



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87%



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Outpost Cuba:

Missions at Guantanamo Bay, is the first mission disk for A-10 Attack! and will be available in December '95.

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ParSoft International

101 W. Renner Road, Ste. 430 • Richardson, TX 75082

Tel: 214 479 0937 • Fax: 214 479 0853

FULL THROTTLE

Publisher:

LUCASARTS

P.O. Box 10307, San Rafael, CA 94912
415-507-4545

Developer:

LUCASARTS

88%

SILVER
3

GET YOUR MAC A-RUNNIN'

AND HEAD OUT ON THE HIGHWAY WITH FULL THROTTLE FROM LUCASARTS! by Brian Sexton

Hot on the heels of its PC/MS-DOS counterpart (or maybe just a short jog down the block), is LucasArts' "Full Throttle" for the Macintosh. LucasArts' Mac and PC release dates are getting to be so close together that I can almost foresee a day when the two will be one and the same. Until that time, Mac users can be content with the knowledge that the PC version of Full Throttle did not have a graphics smoothing feature. Heh, heh, heh!

For those of you who haven't already heard about Full Throttle, it's another one of those graphic adventure games, that so many of us have come to know and love. Early in the game, a biker named Ben is framed for murder. As Ben, you have to find the real killer to clear your, not so good, name. As in all of these types of games, there are people to meet, items to collect and puzzles to solve along your way. What really sets Full Throttle apart from other adventure games is the biker theme. I've been an elf, a wizard, a thief, a king and even a princess, in other adventure games (don't tell my parents about the princess part) but I don't think I've ever been able to be a biker before. This kind of originality carries throughout the game. If I were a teacher, I'd give LucasArts a gold star for creativity.

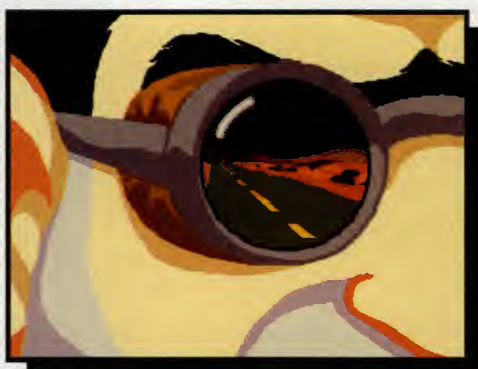
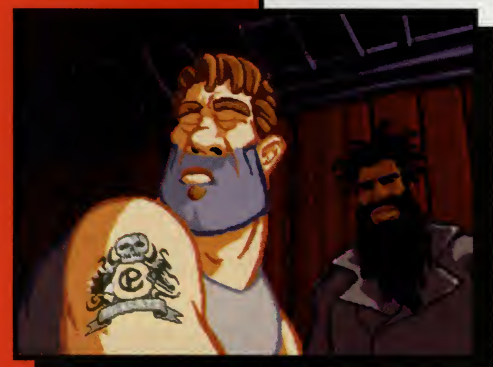
If you've played other adventure games from LucasArts or Sierra, you'll pick up the interface right away. If you're new to this kind of game, you'll probably still pick it up right away - it's that easy. Gone are the text fragments of old, replaced by a more streamlined point and click approach. Making Ben walk somewhere is as simple as a single click. To use special actions (use/hit, look at, talk to/taste, or kick), all you do is hold the mouse button until a stylish menu pops up, move the pointer to the desired icon, then release the mouse button. You never have to touch the keyboard, except to call up the inventory menu; unless you want to, that is. Full Throttle



supports keyboard control, just in case you have an aversion to plastic objects named after rodents.

As in other LucasArts adventure games, it's just about impossible to make a critical mistake and on the rare occasions when you do, you get to try again. This forgiving philosophy sacrifices a little bit of realism; but video games are fantasy, so that's okay now and then. In fact, it saves a lot of players a great deal of frustration. Even when you think you are absolutely stuck and are ready to resort to calling the tip line, there is a way to solve every problem. Trial and error will usually turn up all possible courses of action, if you just take the time to try everything.

My complaints about Full Throttle are few and I'm running out of room; so, I'll be quick. Sometimes, an element of the story is introduced prematurely; therefore it doesn't quite make sense until you talk to someone else afterward. Also, the action games may seem out of place to the adventure game purist. Worst (and in a way, best) of all, the game was over too quickly. I was having fun; I wanted it to keep going. Oh well, here's hoping for a sequel. If any LucasArts' adventure game has ever deserved a sequel, it's Full Throttle. The whole package is a classy job and a fun ride.



Virtual Mac

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DEP1

WING COMMANDER III

Publisher:

ORIGIN

P.O. Box 161750, Austin, TX 78716
512-335-5200

Developer:

LION SOFTWARE

87%

SILVER
3

THE KILRATHI HAVE INVADED THE MAC

BUT IT JUST MAY BE TOO LATE! by Brian Sexton

The good news for Macintosh gamers is that Origin's Wing Commander III is finally available for our, all too frequently, neglected computers. The bad news is that it took so long for this to happen. Since Wing Commander IV for PC/MS-DOS computers should be hitting the shelves within the next few weeks, I can't help but wonder why Origin waited so long to port Wing Commander III to the Macintosh. If gamers perceive Wing Commander III as an old game (and they undoubtedly will when they see Wing Commander IV for the PC over on the next shelf), its sales could be drastically reduced. If Origin decides not to release Wing Commander IV for the Macintosh, based on those sales, they may not be accurately gauging consumer demand.

Wing Commander III can be played with the keyboard, the mouse or a joystick. As with most flight sims, space or otherwise, I highly recommend a joystick for the best control. If you don't have a joystick, don't worry, because this game is still very playable.

Although Wing Commander III claims to be an "Interactive Movie", the heart of the game is really an arcade style space combat simulator. You fly a long series of missions to accomplish various goals (patrol, intercept, etc.); but, before you can reach almost any of those goals, you must engage the Kilrathi in fast action dogfights (or in this case, cat-fights). The Kilrathi will often attack in groups of several fighters; but, you don't have to sweat it out alone. At the beginning of the game, you have one wingman available to accompany you on your missions. As the game progresses, more wingmen will become available, so you can try their different combat styles, to find the best one to pair with your own.

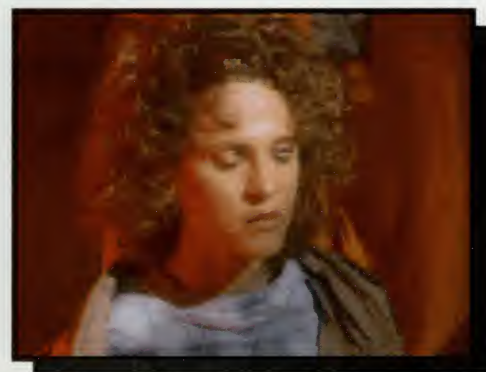
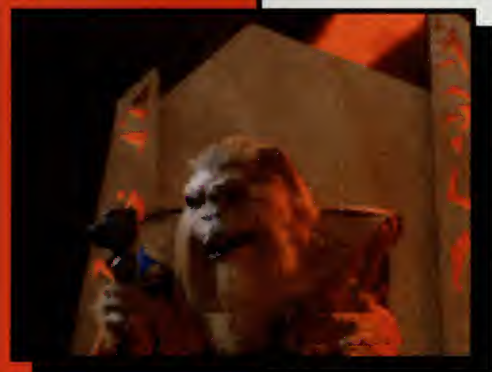
Between missions, there is a fair amount of interaction with the other characters. Choices made



in conversation scenes do affect the path of the game, but usually only slightly. All of these scenes are conveyed by way of full motion video of live actors (mostly recognizable, no less) placed over computer generated backgrounds. To make the "Interactive Movie" package complete, you are able to walk freely about the Victory, by choosing the room to which you want to go.

Wing Commander III for the Macintosh is right on par with its PC progenitor. Most everything seems to be the same, or very close to the same, right down to the grainy 256 color video. In that respect, both of these versions fall short when compared to the less grainy, seemingly more colorful 3DO version (and certainly with the coming PlayStation version). The nice high resolution cockpit graphics seem like a fair trade, though, since that is where most of the game is really played.

Wing Commander III is a couple of levels above Super Wing Commander and is easily one of the best (and the few) space combat games available for the Macintosh. If we all show this fine game the support it deserves, maybe Origin will be quicker about porting over the next installment. I can't wait!



Virtual Mac



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DUST OFF THAT OLD INTERACTIVE 6-SHOOTER

AND GET READY FOR A SHOWDOWN IN THE OLD WIRED WEST! by Tim Lindquist



You're a hard-ridin' wrangler, with a taste for the wild life, who's a-wanderin' the New Mexico wilderness in search of good times and fast money. An encounter with a desperado named "The Kid", results in a brawl wherein you end up attaching his hand to a poker table with the steely blade of your knife. As a direct result of said brawl and of the following hasty departure on your part, you're left with only a bit of change in your pocket and the shirt on your back. Being without the means to survive in the desert, you head towards the nearest sign of civilization, which turns out to be a dusty little town called Diamondback. That's the intro and it's just the sort of intro I prefer: short, to the point and skip-able, with the flick of a key.

Dust drops you into a virtual, three dimensional environment that bears a slight resemblance to the plethora of 3D adventure games currently available, such as *Might & Magic* or even the ancient *Wizardry* series, where you can only move in a straight line, one "block" (or let's just say square) at a time. The major difference here being that there's no "textures" on "walls" – the corridors are streets lined with buildings and scenery and instead of comprising a "level", they are part of a complete western town. The scenery appears to use the full 72 dpi screen resolution, of most monitors, when you're standing still, then drops resolution slightly when you move as it animates to the next square. There's no appreciable delay in the time it takes to move from square to square, even on the low-end 680X0 Macs. The fact that it animates between frames at all, is quite impressive with the level of detail used in the scenery. Most games of this nature (on the Mac) that are rendered with this detail, just fade in and out between scenes.



DUST
Publisher:
CYBERFLIX
4 Market Square, Knoxville, TN 37902
423-546-1157
Developer:
CYBERFLIX/DREAM FACTORY
Development team:
Bill Appleton: Technology & Scripting
Andrew Nelson: Writer/Producer
Michael Kenned: 3D Design/Animation
Jamie Wicks: 3D Design/Animation
Scott Scheinbaum: Music & Sound FX

The denizens of fair Diamondback are just the sort you'd expect to meet in a near-lawless town of the old west: shifty eyed, hard-wired types that'd sooner shoot ya' than give you the time of day. Well, not all of them; there's a fair share of carpet-baggers and normal townsfolk roaming around too. They're all portrayed as bitmapped people until you click them with your standard interactive-finger, at which point they turn into real live-lookin' actors who's mouths move separately from the rest of their face, just like when they have Bill Clinton on the Tonight Show. I must say, though, that it looks like Cyberflix put a lot of time into trying to keep it from looking cheesy. I'm sure it saves tons of processor power as well as disk space to do it that way, instead of just using a QuickTime movie. You speak to the characters via a menu of possible things to say, most of which usually lead to the same result; but there are times when what you choose to say can effect your



Virtual Mac



progress, so be careful.

Your first goal in *Dust* is to secure the basic items that you'll need to survive: a gun, good boots and some ammo. Clues as to the whereabouts of such items can be extracted from the friendly natives with a little charm, a little smarts, and sometimes ... a little bribe. It wouldn't hurt to go gamble some of your meager funds to raise some real spendin' money which, in itself, is always a great way to meet and influence people. The puzzle-solving in *Dust* can sometimes be a little monotonous. You could easily end up wandering around, clicking on everything in sight trying to figure out what you're supposed to do next. Also, there are a few minor flaws in the gameplay, especially in the "Dry Goods" store, where clicking on the proprietor too early will cause the scene to suddenly shift from a counter to the register. This witty fellow is also quite a checkers champ and if you can manage to beat him at checkers, he'll lay some pretty heavy info on you. (Playing against this guy with his thick Italian or Brazilian(?) accent roused memories of the kids playing checkers against Mario in "Mario's Game Gallery".) Offering one

of the townsfolk a bottle of wine and having him exclaim "if'n I cain't drink it, I don't want it!", didn't quite make sense, either.

If you want to be a rich cowboy, you can do so quickly and easily at the blackjack table using the "save game" (technically, that's cheating, but it really doesn't effect the game too much being rich). Save your game; then bet all your money at once. If you lose, load your game and try again. If you win, save your game. Doing this got me around \$5,000 in fifteen minutes. It would have been even quicker if the game would let you bet in increments higher than \$10.

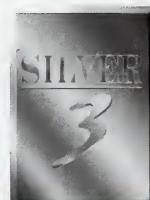
Dust is also available for the various incarnations of Windows and it plays identically to the Macintosh version, so you can use SoftWindows™ to play it on your Mac ;-) as well.

So, should you allocate a portion of your Christmas budget with a *Dust* purchase in mind? Welp, I found that I enjoyed playing the game even with its few shortcomings and I was intrigued enough with what might be "around the next corner", to suffer through the slow parts. I've played worse games made by much larger companies; so, I'd say go for it!



So, should you allocate a portion of your Christmas budget with a *Dust* purchase in mind? Welp, I found that I enjoyed playing the game even with its few shortcomings and I was intrigued enough with what might be "around the next corner", to suffer through the slow parts. I've played worse games made by much larger companies; so, I'd say go for it!

81%



ALONE IN THE DARK 2

Publisher:

INTERPLAY

17922 Fitch Ave., Irvine, CA 92714
714-553-6655

Developer:

INFOGRAMES/KRISALIS

Design team:

Frank De Girolami: *Director*

Hubert Chardot: *Screenplay*

Frederic Cornet: *Screenplay*

Christiane Sgorlon: *Scenario Coding*

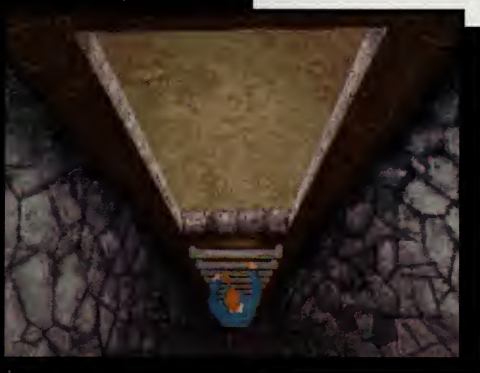
Jean Luc Escalant: *Music & Sounds*

WHAT DO YOU DO...

WHEN YOU'RE ALONE WITH YOUR 300? by Eric Winding

Following the tremendous success of its PC counterpart, it's only natural that "Alone in the Dark II" be converted onto the 3DO platform. The folks over at Infogrames and Interplay have been hard at work putting together the sequel to one of the first 3DO games.

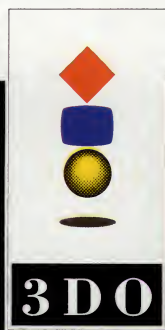
Once again, you assume the role of the elusive, ghost-busting detective of the macabre, Edward Carnby. Alone in the Dark II continues where number one left off and following along the mindset of "if it's not broken, don't fix it", the basic graphics engine remains the same. As in the first game, Alone II is comprised of dif-



ferent sets or locations that are set up with numerous changing camera angles – providing various perspectives, depending on the movements of the player. The overall effect is a cinematic-like feel, which can be somewhat of a hindrance as objects are easily overlooked, and positioning your character, especially when combat comes into play, can be extremely difficult. But, if you're a veteran of the original or if you just put some time into learning the controls, you'll get used to the unique style and challenges the perspectives offer.

Your character, as well as all of the enemies, are comprised of thousands of polygons, giving them a realistic, although somewhat boxy, three dimensional look and feel. More frames of animation have been added giving the characters very fluid and realistic lifelike movement. The overall dark atmosphere and run-down look of the play environment, give the game its ominous and foreboding feel. And there are hundreds of different, painstakingly detailed backgrounds to explore. Alone also features a great musical soundtrack with strange haunting melodies that change

THE



ZONE

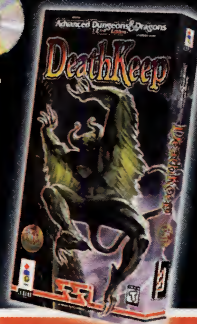
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accordingly from scene to scene, building on the suspense.

As in the original game, *Alone in the Dark II* relies on a mix of action and puzzles, leaning more to the puzzle side. As with this style of game, you pick up various objects along your quest; some have exact purposes and some might have no use at all. A few helpful hints would be to search everything and everywhere, as some objects aren't necessarily noticed and can be easily passed over. When it comes to fighting or shooting, positioning your character is the key to survival. The best bet would be to get as close as possible to your enemy, before taking aim; this way you won't waste too many of your precious bullets trying to hit your target.

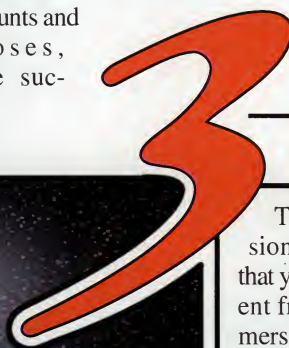
Alone in the Dark was, and still is, a revolutionary game. It's a series that subtly changes with age but still, intrinsically, remains the same. The unique perspectives and the three dimensional characters really give you the feeling that you're participating in a movie and it's apparent from the painstaking detail, the programmers put a lot of time and effort into making an incredible virtual adventure. For all accounts and purposes, they've succeeded.



ALONE IN THE DARK 2



(C) 1993-1995
Infogrames Multimedia S. A.



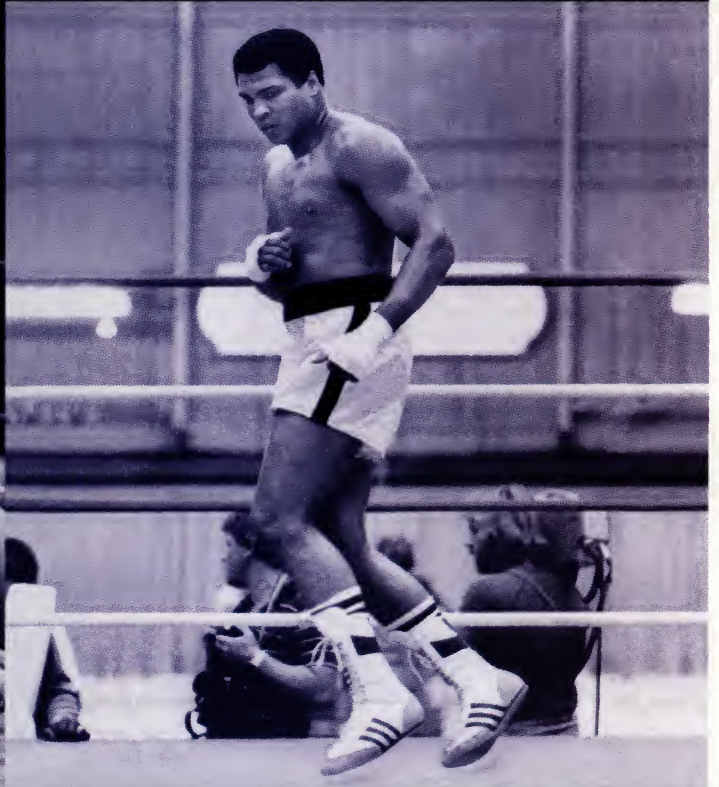
The unique perspectives and the three dimensional characters really give you the feeling that you're participating in a movie and it's apparent from the painstaking detail, the programmers put a lot of time and effort into making an incredible virtual adventure. For all accounts and purposes, they've succeeded.

84%

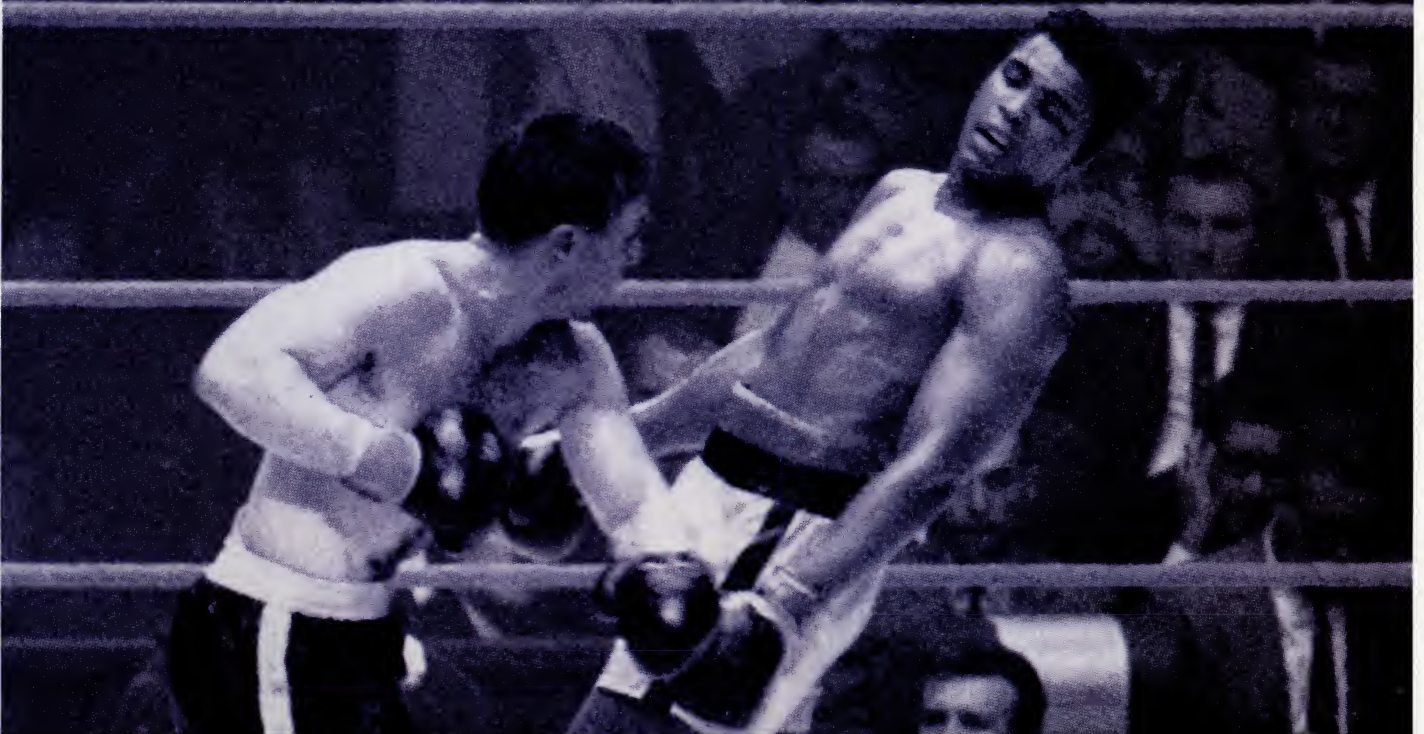


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YOU DANCE.



YOU PLAY HARD TO GET.



THEN YOU TURN



Look through your fighter's eyes. But take a hard one to the head and you may be looking through just one eye. Or your vision will blur.

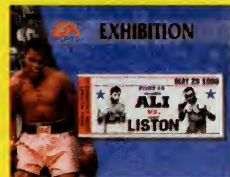
Or you'll see "red." Worse yet, you could end up seeing double and have to fight two Alis.



Ali never left a face the way he found it. And with 21 camera angles you see all the action. TV-style presentation gives you commentary and stats. Now all you need is a trainer.

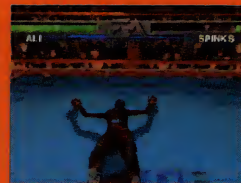


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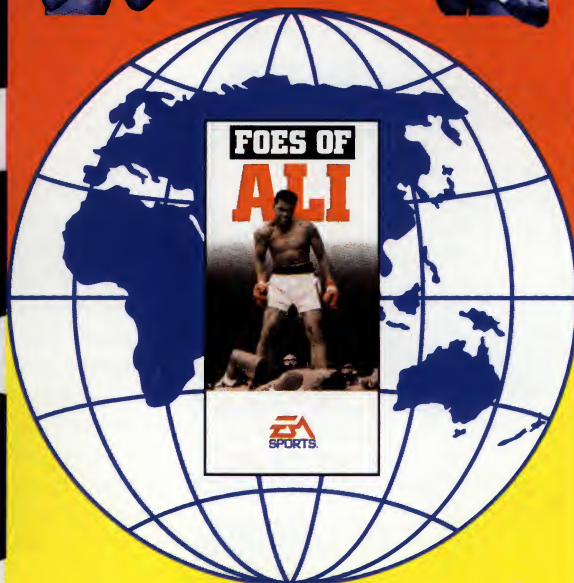


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THE LIGHTS OUT.



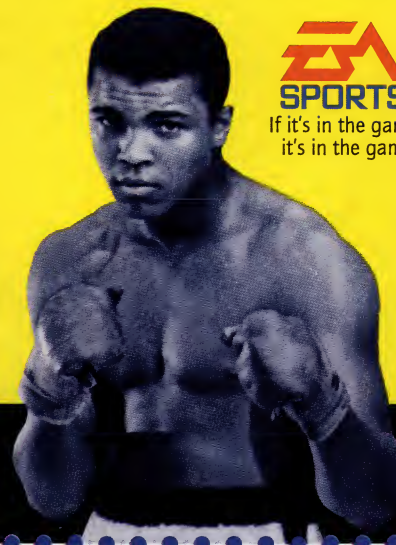
The unique skills of each fighter step into the ring. Ali's blinding speed. Norton's jaw-dropping power. Sonny Liston's punishment to the body. It's all there. Boxing at its best. By the best. For the undisputed heavyweight championship of the world.



Live your dream of stepping into the ring with Muhammad Ali. Or was that a nightmare? Either way, prepare yourself to go nose to fist with one of the greatest fighters of all time.

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FOES OF ALI

CANNON FODDER

Publisher:

VIRGIN

18061 Fitch Ave., Irvine, CA 92714
714-833-8710

Developer:

SENSIBLE SOFTWARE

Design team:

Jay Butler: 3DO Coding
Paul Dobson: 3DO Graphics
Richard Joseph: Music
Peter Hickman: Producer



SEND OUT THE TROOPS!

YOU'LL NEED MANY A SOLDIER IN CANNON FODDER!!? by Eric Winding

For those of you that still shop for entertainment software (what else?) for your Amiga, you probably recognize the title of this new 3DO release. "Cannon Fodder", from Sensible Software, is now being published through Virgin and should be available by the time you read this. And that's a good thing, because you will definitely want to take a look at this promising title, as it incorporates a multitude of gaming experiences and offers a good deal of humor to boot!

Cannon Fodder is basically a shooter draped in Lemmings clothing, along with a dash of Populous thrown in for good measure. The game starts off with a reggae beat "War" song and then proceeds with the recruitment of your troops (Lemmings). You are awarded 15 soldiers to begin with and, depending on the mission and phase number, you'll need two or more soldiers to battle through each stage. There are numerous missions, all taking place in different terrain, ranging from the jungle to the Arctic to the desert (and more). Before engaging in a phase of a mission - each mission has from two to five phases (stages) - a little briefing is posted as to the things that are to be accomplished before the level is complete. These range from killing all the enemy and destroying all buildings to rescuing all the civilians and kidnapping the enemy leader. You will need to use all the different weapons at your disposal, in order to get through the latter stages; so be sure not to blow up anything you may want later! One tip that I'll throw out now, is a simple one but will save many a troopers' life: after blowing up a building, don't just stand there because the roof will probably come crashing down on you and your fellow soldiers. Also, move wisely because the roof tends to follow you; but it does have a shadow, so follow the trajectory of the shadow and move out of the way! You'll be surprised how many troops will be killed from falling roof tops during the course of a game. It's also possible to split up your troops, which I highly recommend. Utilizing this technique, you can send out the grunts one at a time, thus negating the chance of one grenade (or rooftop) wiping out everybody at once! And yes, you get to dole out the weapons as you see fit - you may give Cedric more grenades than Vic but Aldo will get all the missiles. Divide them up as you may; but, it makes the most sense to divide them equally, because if Homer has all the goodies and he gets erased, then the rest of the gang is up the creek! Strategy all over

the place - this must be a "Call to Battle" game! Sorry, Jarhead, but this one's mine!

The premise for Cannon Fodder seems simple enough, eh? However, just like the games mentioned above, the simplistic background is coupled with gameplay that just won't quit. The personality of Cannon Fodder is what makes it so enjoyable. All your little troopers have their own individual names (Goofy, Donald, Mario, Luigi) and start out as lowly privates. But, with hard work and a few notches of experience on their belts, they can climb the military ladder of success - all the way up to General! Like everything that's living and breathing, your enlisted fellows will eventually die. But take solace in the idea that there is life after death ... or at least fame. There's a "High Scoring Heroes Table" (which is run by the "High Scoring Heroes Bureau") that keeps track of the troopers with the five highest scores. The individual scores are based on the number of enemies each trooper has "dispatched". The leader board also shows the rank of the G.I. I thought this was a neat little bonus that just adds to the personality



THE



ZONE



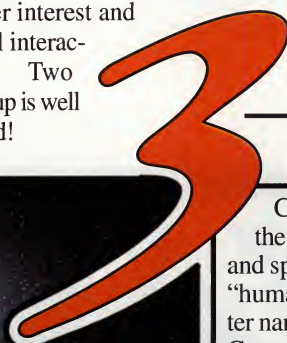
of the game. Cannon Fodder could just have as easily been a faceless and nameless shooter, but the inclusion of the individual names and the ability to gain in rank, make the playing experience a much more personal affair. And, lest we forget, our heroes that end up on "Boot Hill" also get their own tombstone! Depending on your rank, your trooper will get a tombstone that is fitting of his title. Should you be skilled enough to complete a mission, you will have created enough interest in the Armed Forces that new recruits will have joined up. Fifteen fresh bodies will be added to the number of surviving soldiers you had at the end of the mission.



Save the fellows in the earlier rounds because you'll need every last soldier for the final level!

As you can see, the graphics don't jump out at you and scream "next generation", as they do have a 16-bit edge to them. This shouldn't be a surprise, as the history of Cannon Fodder hails back to the Amiga and Atari PCs; but the scenery is not the reason for spending quality time with this stellar work. No, even the point and click interface can't put a damper on this baby - there's just too much to like. But for the sequel, if you're listening Sensible Soft folks, ixnay with the cursor movements - this makes firing the secondary weapons more of a hassle than it should be. And while we're at it, how about a save feature between STAGES and end of missions? Some stages you don't want to go back to!

All in all, Cannon Fodder is an excellent play. It has all the right elements of a shooter, with power-ups and special weapons galore. The playfield shifts from "a-pied" to vehicular driven and throughout many different battle locations. By bringing in the "human" factor as well, with individual character names and promotional possibilities available, Cannon Fodder raises the level of gamer interest and personal interaction. Two thumbs up is well deserved!



Cannon Fodder is an excellent play. It has all the right elements of a shooter, with power-ups and special weapons galore ... By bringing in the "human" factor as well, with individual character names and promotional possibilities available, Cannon Fodder raises the level of gamer interest and personal interaction. Two thumbs up is well deserved!

87%



BATTLESPORT

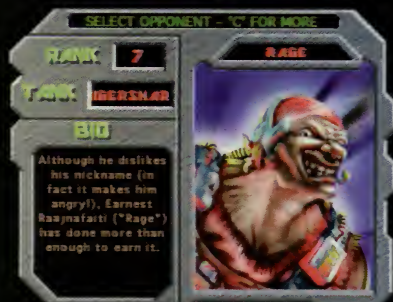
Publisher:

THE 3DO COMPANY

600 Gavelston Dr., Redwood City, CA 94063
415-261-3180

Developer:

STUDIO 3DO/CYCLONE



BATTLESPORT - BE PREPARED TO SHOOT... SCORE...

AND BLOW UP THE BAD GUYS AT THE SAME TIME! by Eric Winding

Here's a nice change of pace – Battlesport from Cyclone Studios and Studio 3DO, brings you a surrealistic gaming experience. What with all the standard golf, basketball, and football titles out there, the folks at Cyclone thought it was time to spice up our lives and bring us an intense futuristic competitive sports title – kind of like a cross between Namco's CyberSled and Lucasart's BallBlazer. The object of the contest, as simple as it can be, is to outscore your opponent. Let's take a look and see what kind of score Battlesport is worthy of, shall we?

First of all, I must say that the whole premise of the game didn't exactly make me want to jump up down and do cartwheels. Being a sports game purist, I like to stick to the basics and am only slightly curious at these attempts to create new sports. It's kind of like the CFL and indoor soccer – why bother? Real football and natural soccer are the way things were meant to be; you don't fix things that don't need to be fixed! Anyway, like I said, I was skeptical. BUT THEN, in the demo screen, I heard the announcer scream; "He shoots..he SCORES!" My interest had been peaked! I decided to play an exhibition game and was soon on my way to discovering the thrill of Battlesport.

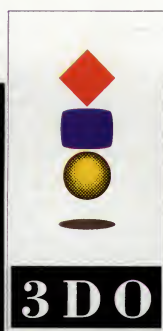
You start off Battlesport by choosing your hovercraft – there are about ten to choose from. Each has its own characteristics, ranging from acceleration, top speed, cornering, ball handling, shot accuracy, missile accuracy, armor strength and others. You then choose your opponent, all of which are ranked in decreasing order, thus most first timers will want to start off battling "Brick", the tenth ranked foe. In exhibition mode, each game is decided by the player with the highest score after three periods (you can choose the length of periods). In the tournament mode, where you battle all the ranked contenders one at a time, each battle consists of a best of three, five, or seven game series. The games can be determined by the above method or they can be decided by the first one to score a certain number of goals. This can be determined prior to 'tip-off', along with other factors such as: arena (there are 56 different types), power ups, and game length. As for the power ups, these include cloaking (invisibility), health

(armor repair), ball attract, blind enemy, cash, double damage and many more. Each arena has its own size (small, medium, and large) and consists of a score board, where you will want to aim your shot. This is basically your target, or goal, and it may be four square sides, all of which will count as a goal (if hit). It can also be two sided, which may rotate or flip, or it can be a single sided target. The arena is also filled with obstacles to hide behind (or run into), as well as the predetermined powerups for that stadium.

After just one practice game, I was hooked on Battlesport. It incorporates a ton of different play mechanics and strategy. For instance, when playing some of the tougher opponents, you can't just get real close to the goal and shoot, because their weapons will keep knocking you off course. So, you say, shoot from long range? OK! But beware; your foe will most likely fly by and intercept your shot right at the goal, and then put it in an easy "lay-up" for themselves! Also, if you carry the ball too long, you will inevitably get hit by a missile and then the



THE

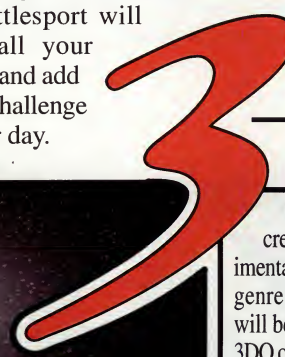


ZONE



announcer will scream "FUMBLE!" and you'll have to chase down the ball all over again. Speaking of the announcer, he adds a lot to the feel of the battle with his comments like: "he shoots - he's off by a mile", or "he's got the ball", or my favorite "OH, that must have hurt". You will hear this after your tank has just exploded into a million pieces because you opted to recover the fumble, rather than head towards the health powerup! The overall intensity of Battlesport really sets it apart from other titles that have tried to create a new form of sport. From the sounds of the lasers and missiles, to the explosions of the tanks, the cheers of the crowd, and the "FUMBLE" from the announcer, this game is a true treat for your senses.

Many kudos to Cyclone Studios and Studio 3DO for creating this outstanding title. Rare indeed are the experimental sports titles that can combine all the elements of one genre with that of another and create a masterpiece that will be enjoyed by all. This is a certain must have for you 3DO owners that enjoy the competitive nature of sports games and also relish the opportunity to play a good shooter. Battlesport will meet all your needs, and add some challenge to your day.



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91%



KILLING TIME

Publisher:

THE 3DO COMPANY

600 Gavelston Dr., Redwood City, CA 94063
415-261-3180

Developer:

STUDIO 3DO

Design team:

Juliann Appler: *Producer*

Al Tofanelli: *Art Director*

Eric Hedman: *Animator*

Bob Vieira: *Music & Sound*

John Hight: *Concept Development*

THE GHOSTTEST WITH THE MOSTEST

KILLING TIME TOPS THE 3DO CHARTS THIS CHRISTMAS! by Gregory Off

3DO owners are going to get a well-deserved “shot-in-the-arm” this Christmas season with more than a few impressive titles. Out of the many 3DO games that have passed through our offices in the last month or so, I would have to say “Killing Time”, from Studio 3DO is, without a doubt, at the very top of this list and just what the doctor ordered.

Killing Time is what you get when successfully combining a mix of different gaming elements and making it into something altogether new. Although, it would be very easy, at first glance, to mistake it for just another “corridor game”, such as “Doom” or “Monster Manor” (which, I might add, is not bad company to keep); it’s actually much more. The result of these elements, which include straightforward, first-person action, unique storytelling, amazing sound and music, and some tough puzzle solving, is an entirely engrossing experience, the likes of which you rarely encounter on any gaming platform, let alone the 3DO.

The story plays an integral part in the game and literally unfolds as you progress. The setting is an island mansion on the rocky coast of Maine, where a young heiress, by the name of Tess Conway and her lavish group of party guests mysteriously vanished in 1932, during the night of the summer solstice. You are a young archaeology student following your professor’s footsteps in search of an ancient Egyptian Waterclock said to have the certain mystical ability to grant everlasting life. His trail has led you to this island and now you’re trapped in a cursed mansion surrounded by a host of undead and restless beings. It’s your job to stay alive, at any stake, and gather clues from some of the estate’s friendlier poltergeists, to ultimately break the spell that keeps the island in chaotic limbo.

What is truly unique about the story and the way you gather clues, is that it is presented in 7th Guest style – that is, the characters that aren’t actually out to kill you appear in the form of transparent, full motion video images that you can walk up to, around and through, if you like. Through these characters (which are acted out quite nicely), you will gradually find out what actually happened to them and gather some helpful hints in the process.

As you can probably tell from these screen-shots, the game does have a Monster Manor-style look to it and the control is somewhat similar as well. But, there are so many more differences than comparisons; the main difference being that there

are no levels to be beaten, in the sense that we are all so used to. Instead, the game is continuously streaming and you don’t have to beat the first level before you move onto the next – you can always go back into the place you last came from. This gives the player the sense that they are in a true, three-dimensional environment, which, in turn, really adds to the immersive feel of the game. In fact, there are really only two ways in which you will actually know that you’ve moved onto the next level: one, being a change in the scenery and music, and two, by utilizing the map screen. It is here, in the right hand corner, that you will get a percentage rating of how complete the level is. Sometimes this means just clearing it of all the bad guys, other times it means finding a key to open a certain door, etc. Whatever the goal, you know it’s not fulfilled until you get 100%.

Now, it’s time to talk control. Here lies the game’s one and only weakness. Now, I’m not certain whether it’s the 3DO’s rigid control pad (I’m using the original stock controller) or the fact that the frame rate gets bogged down at times (usually when there is a lot going on or the graphic detail



THE



ZONE



is extremely high); but controlling your on-screen persona can be a bit tricky. The best way to explain it is by comparing it to steering a 1977 Buick Skylark. In other words, movement tends to be a bit overdone and somewhat "loosey-goosey". But, like all things, practice makes perfect and it shouldn't take too long to adjust to the control.

I can't finish off this review without mentioning the music and sound effects. It's easy to see that Killing Time sports some beautifully drawn graphics; but, what you can't see and only hear, is the incredible atmosphere created by Bob Vieira. If there were an academy award given out for best sound and music in a video game, this guy would win hands down!

I know all of you dedicated 3DO owners out there have been waiting quite a while for Killing Time. I am truly happy to say that it was more than worth the wait. Studio 3DO has taken on the ambitious task of making a game of epic scope, in size and content, and it is clearly evident to me that they took the time and effort to make it right. I usually try not to end my reviews in tired clichés, but in this case, I have to make an exception. With that said, Killing Time is a must-have and a welcome addition to anybody's 3DO library.



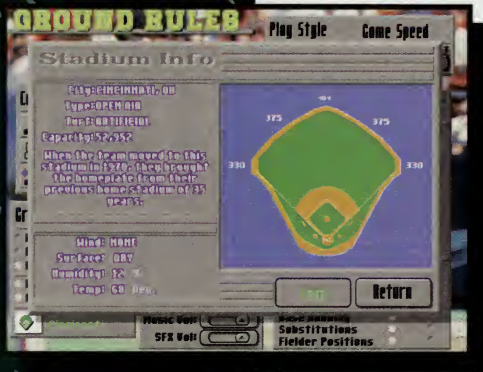
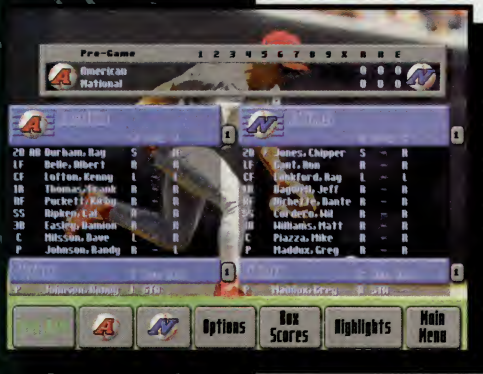
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94%



HARDBALL 5... IS THIS THE 5TH INNING...

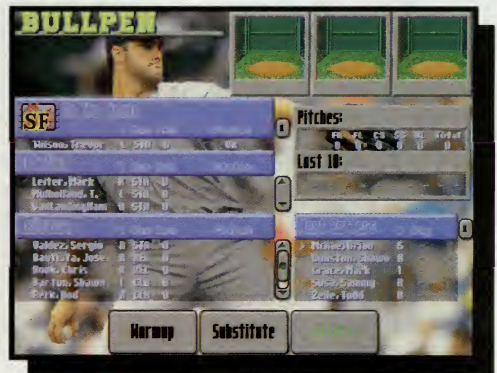
OF A SIX INNING SEQUEL? SAY PLEASE! by Eric Winding



This is a strange time for a baseball simulation to arrive, what with it being the middle of the NFL season and all. The hockey year (literally) is underway, and hoops hysteria has already started. Apparently the PR guys think that now is as good a time as any for Accolade to launch their latest version of the Hardball series.. That's right, number FIVE is upon us, and it seems as though it were a mere seven issues ago that we covered numero 4. Guess what? It was. Guess what again? Nothing much has changed. Well, I may over simplify at times, but for the most part, a line from the Talking Heads sums it up; 'same as it ever was, same as it ever was'.

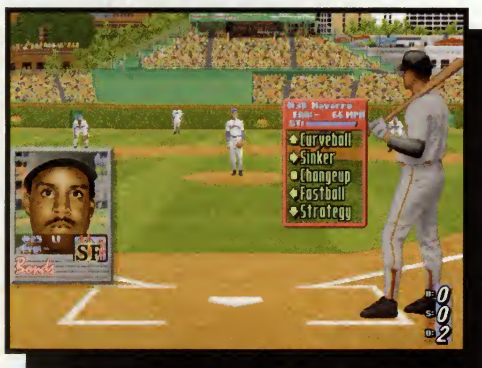
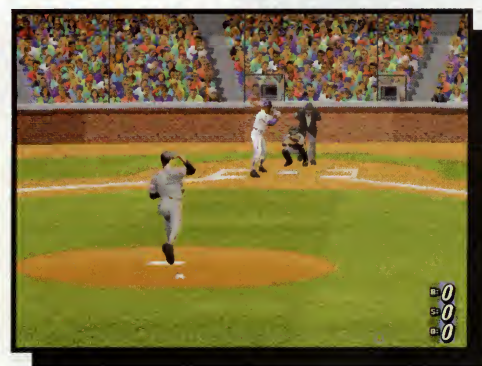
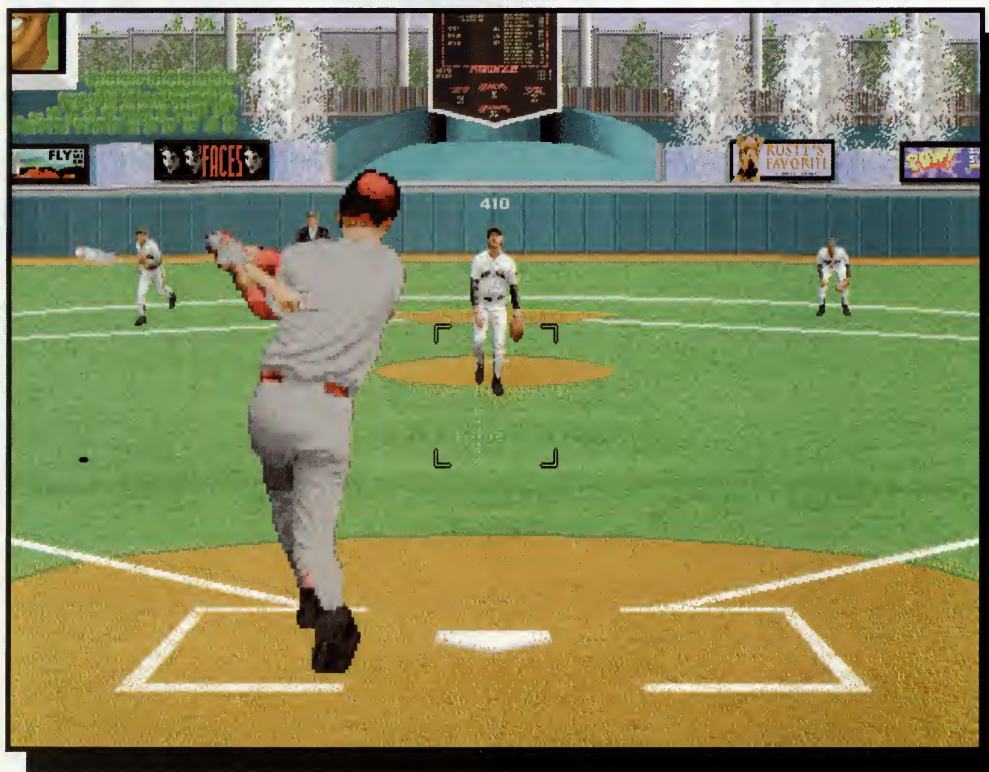
If you recall my review of Hardball 4, from our premiere issue, you'll remember that I had three basic complaints: 1) fielders that are right handed one second and then become left handed the next, 2) home runs that were thankless - they just disappeared over the wall, 3) the games, like in real life, are way too long - seriously slow game play! Well, Accolade has corrected ONE of the three, and that is the

fielding switch-a-roo no longer occurs. But, hey, Accolade didn't heed my advice, no problem; but I know that the rest of you fanatical baseball gamers out there REALLY wanted a Major League Baseball license to go along with the MLBPA license. Sorry, you still get the Atlanta Dinosaurs (or whatever they are) and Cleveland Crowns; but like last time, there is a team logo editor that will let you design what ever type of logo you wish. I just hope your artistic capabilities are greater than mine, because my Bluejays emblem is a nightmare! That being stated, we can move on to other areas that make up the 46 meg CD. Of course, you can (and will) do the 10 meg minimum install - is it my imagination, or are the minimum installations getting larger and larger? Heck, it wasn't more than a few months ago that the average basic install was less than one meg and now every game we see is like 4-10 meg!



Dimension Sports

COVERING THE WORLD OF SPORTS GAMING



If you have any doubts as to what you get with your 46 meg Hardball 5, look no further than the 98 page 'Player's Guide' that comes with the CD. Every thing you could dream up (and then some) has been included in the box. There are stats on EVERYTHING: replays, highlights reels, trade players, sign free agents, you name it, it's in here. But think about this for a moment – Ninety-eight pages to play baseball! This is unreal and anybody that needs to use this thing (or its six page index) ought to consider another sport. I mean, really! Baseball is as simple as 'throw the ball, hit the ball, catch the ball'! Now granted, this is a baseball SIMULATION and all, but what Hardball means to me is the simplistic nature of the game that was delivered some ten years ago with the original Hardball for the C-64. Now, I'm all for evolution and all that but, for my tastes you could limit that to the basics. Just give me all the parks, all the players, and quick paced game play. I don't need to buy and sell teams, create leagues or look at player baseball cards (besides, REAL baseball cards are to be put between the spokes on your bike rims). I appreciate the

voice play by play of Al Michaels, but it's still just fluff. It seems to me that there are more baseball simulations out there than we have a need for and I hope that Accolade will be the ones to come out with an arcade style game. Don't call it Hardball 6 leave that for the next sim; but give us gamers a PC version of Sega's World Series Baseball for the Genesis. This is what we want!

As mentioned earlier, we reviewed Hardball 4 in our first issue and gave it a solid rating of 84%. Seven months and one sequel later, we still think it's a fine offering to the baseball simulation crowd. However, if you purchased it and are considering numero 5, you may want to take a real hard look. If on the other hand, you bypassed four and waited for five, you've wasted seven months of playing three, and shouldn't wait for six as five will probably be close enough to six to not warrant playing three for another seven months waiting for six. Don't ask me to explain it again, I might hurt myself. What does it all mean? It means buyer beware of the sequel cycle. If you don't like it – ask for something original!

HARDBALL 5

ASS STANT PRODUCED
MICHAEL PERSON

3

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85%



WEREWOLF VS. COMANCHE

Publisher:

NOVALOGIC

26010 Mureau Rd., Ste. 200, Calabasas, CA 91302
818-880-1998

Developer:

NOVALOGIC

Design team:

Kyle Freeman: *Design*

Joe Burks: *Programmer*

John Garcia: *Executive Producer*

Jeff Marsh: *Music*

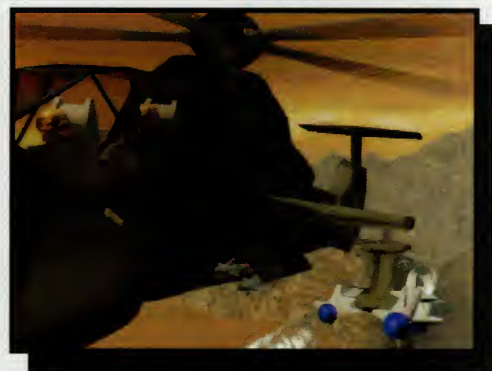
Keith Rust: *Art and Animation*

HOW SWEET IT IS!

NOVALOGIC'S WEREWOLF VS. COMANCHE KEEPS THE PRESSURE ON IN THE FLIGHT SIM WARS! by Mark P. Winding

Lately, every time I sit down behind my trusty Gateway to get ready for an hour or so of good clean flight sim fun, yet another new title arrives on my desk. Now, believe me when I say, this is not necessarily a bad thing; after all, the PC is the ideal platform for flight simulator software. It's just that after a while, you become a little skeptical about the "revolutionary" technology that went into making the latest and greatest title. With the exception of Interactive Magic's "Apache", most of the flight sims, of late, have been pretty uninspiring. (Contrary to what you might have read from one of our somewhat hapless friends at a "competing" magazine, "Apache" is the state of the art.)

Enter Werewolf vs. Comanche. Those of you familiar with NovaLogic's "Comanche", already know of its award winning design and playability. Comanche was truly the first of the next generation flight simulators and pretty much took the industry by storm. Not to be out done by "Apache", NovaLogic is set to release, "Werewolf vs. Comanche 2.0", a two CD helicopter simulator, squaring off the two most advanced helicopters from the U.S. and Russia. What you immediately notice about this sim,



is that the premise of design is head to head network play, using either of the two platforms. I've never been a big fan of network play for action titles, as it is just too slow; however, the possibility of going head to head, with either platform, actually sounds pretty cool. I'm considering upgrading my modem as we speak. With 30 Werewolf missions, 60 Comanche missions and 30 multi-player missions, the possibilities seem endless.

As you dive into Comanche or Werewolf, the first thing you must do is choose your mission, study it, and then decide if you will accept it. Once the mission is accepted, you dive right into the action. Let me be clear, however, if you're not engaged in network play, Werewolf vs Comanche 2.0 is no different than any other flight simulator currently available. It's you against the AI. Since most everyone is somewhat familiar with the Comanche 2.0 side of the house, what do you say we concentrate on the newcomer, "Werewolf"? The KA 50 "Werewolf" is Russia's premiere helicopter attack platform. Designed specifically to counter the threat of its American counterpart, it is perfectly suited for



CALL TO BATTLE



head-to-head competition. The only single seat platform in the Russian arsenal, the Werewolf requires the best that pilots can muster (including video pilots). Your mission, with the Werewolf, is to defend the “motherland” against her enemies that have built a forward military base near her borders and are looking to violate her sovereignty by infiltrating her soil. These terrorists have “stolen” equipment from the Americans including, but not limited to, the new RAH-66 Comanche. You must seek out and destroy these imperialistic “yankee dogs”, leaving no survivors and sending a message back to their supporters that you are the true “top gun”! Well, with that in mind, I think it’s about time we take this bird for a thorough test drive.

The first thing that you notice when you strap yourself into this bird of prey, is that Nova Logic continued the use of their, soon to be patented, Voxel Space 3D technology. Those of you familiar with Comanche, will immediately recognize the (in my opinion) very pixelated graphics. This technology performs up to one million 3-D calculations per second, which has a tremendous effect on the game play. When you are flying these birds, the animation is virtually seamless, which creates a very realistic

flying sensation; definitely, one of the best on the market today. However, the mechanics of the flying experience are not seamless. Both Werewolf and Comanche, require a number of key strokes to keep these birds flying. If you don’t have a joy stick and rudder pedals, these platforms are almost impossible to fly, in a combat situation. In addition, the furious pace of the combat sequences require you to constantly alternate your weapons, while aggressively maneuvering your helicopter. Sounds pretty cool, except for the fact that the key strokes required keep you looking away from the screen, which usually ends up in you getting your butt waxed!

All in all, Werewolf vs. Comanche is a first rate flight sim. The flight sensation is one of the best available and the head-to-head competition will make it a perennial party favorite. Although most flight simulators require additional key strokes to operate the aircraft, this sim seems to require far too much keyboard interaction; it slows the action considerably. However, if you’re a flight sim junkie, such as myself, and you’ve got all of the latest aviation peripherals, you’re in for one heck of a ride.



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81%



STEEL PANTHERS

Publisher:

SSI

675 Almaden Ave., #201, Sunnyvale, CA 94086
408-737-6800

Developer:

GARY GRIGSBY

Design team:

Tom Wahl: *Producer*

Keith Brors: *Programmer*

Jonathan Kromrey: *Rule Book*

James Young: *Campaign Design*

Richard Therrien: *Computer Graphic Art*

TANKS 'R' US?

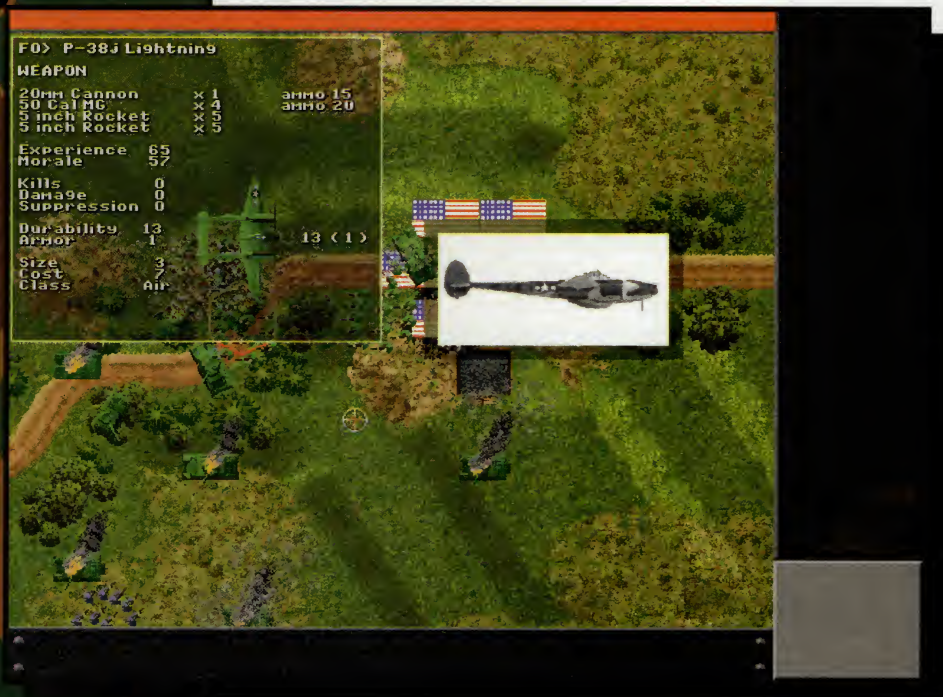
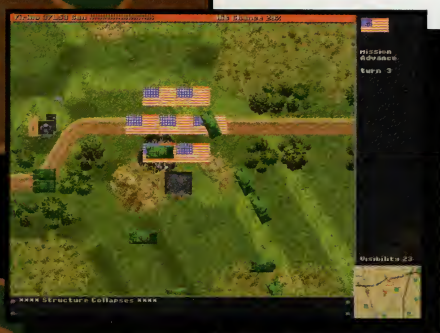
SSI LAUNCHES A COUNTER INVASION WITH STEEL PANTHERS! by Mark P. Winding

Way back when, when I was a wee lad, my buds and I used to play those, now immortal, combat simulation board games like Luftwaffe, Panzer Blitz, etc. Then, a funny thing happened on the way to the market: the video game revolution. The market is now full of these types of games; some are truly outstanding, like Panzer General and 1830 Railroads and Robber Barons, and, believe it or not, some are as bad as Bill Clinton's attempts at honesty. Fortunately, for those of us who truly enjoy a good strategy sim, SSI has been there to provide for our addiction. By now, just about everyone has heard of SSI's Panzer General. In our premier issue, I had the pleasure of reviewing this truly remarkable game. Panzer General set a new standard in military simulation games. It was with a little bit of surprise and apprehension that I received Steel Panthers. While everyone knows that I love a good military sim, I wasn't sure that SSI could deliver their trademark quality so soon after Panzer General; and believe me, there's nothing more frustrating than having to wade through a poorly engineered military sim (I'd rather be tied up and forced to listen to Sylvester Stallone recite the Magna Carta). But, as your



tireless servant, I feel as though it's my duty to take on all comers and report back with the results of my intel mission.

First off, let's end the confusion that may exist about Steel Panthers. While both Steel Panthers and Panzer General are tank based military simulations, the similarity ends there. Although they both run on turn based, point and click action, the technique and deployment of your forces, as well as the battle scenarios are entirely different. One of the first things you will notice is that, in addition to covering the western front in world war II, Steel Panthers covers all of the important battle fields of Europe and the Pacific. You have the ability to take command of individual squads and tanks from any of the nations involved in the conflict, ranging from the Polish of 1939 to the Americans in 1945. The goal here is, of course, to demolish your adversary in a single scenario or multiple scenario action which form the basis of your campaign (no major revolutions here). The main difference is that, instead of commanding whole divisions or regiments, you control single vehicles and squads of men. Each unit has



CALL TO BATTLE



a leader attached that has the capability to “rally” their troops, when the two minute warning sounds. From an overhead view, you command the entire battlefield, either from afar or so close you can smell the destruction.

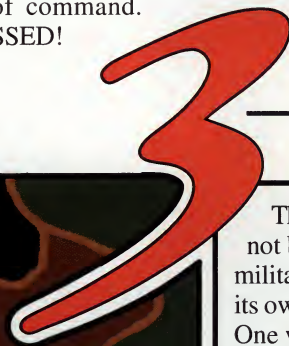
Steel Panthers features over two hundred tanks, 120 types of weapons and over a dozen infantry squads. Additionally, there are over sixty individual scenarios, eight set campaigns, and one long campaign. The long campaign allows you to choose any one of the major nations, a starting year of the war and play vs. the computer until the end of the war, through a number of randomly generated scenarios. The two features I enjoyed the most in Steel Panthers are the “rally” and “morale” options. When you find yourself being overrun by the opposing forces and your troops are being used for target practice, believe it or not, your morale tends to fade a little. When the morale fades, the plot begins to thicken. It’s up to you to save the day. How do you do this, you say? I’m glad you asked. Remember the “rally” feature I mentioned earlier, well this is your ticket out of jail. The rally feature allows the suppression to be lowered and the morale of units to be raised. When you attempt to “rally” the troops, the

highest ranking officer in the area is tasked with leading the charge to fight back. If successful, the morale of the troops will be raised and their fighting ability more effective. If he fails, it’s off to the cooler for you. For an manic like myself, I found the “rally” feature indispensable!

Well, by now, you’ve probably realized that Steel Panthers has enough unique characteristics to stand on its own merits. While that is no doubt the case, you can’t help but draw comparisons to Panzer General. They are both top notch military simulations; however, they both are different enough to warrant separate attention. While Panzer General perfected the current state of military sims, Steel Panthers has broken new ground. It lacks the overall sophistication of PG, but the graphics and sound draw you into the game like few other sims can. The bottom line is that Steel Panthers should not be overlooked when deciding on which military sim to purchase. This game can hold its own against the best this genre has to offer. One word of caution though, be patient; like all good sims, it will take a while to master the strain of command.

DISMISSED!

ID	Unit	Weapon	Range	Power	Speed	Health	Armor	Position	Direction
10	MG-42 LMG	Machine Gun	0	0	0	100.0	0	65.47	
11	MG-42 LMG	Machine Gun	15	0.0	48	44.742	11.48	67	
12	MG-42 LMG	Machine Gun	15	1.1	100	44.742	11.75	73	
13	MG-42 LMG	Machine Gun	13	2.4	3	48.744	2.84	81	
14	MG-42 LMG	Machine Gun	0	0.0	100	44.742	11.68	70	
15	MG-42 LMG	Machine Gun	15	1.1	95	44.742	11.65	73	
16	MG-42 LMG	Machine Gun	15	1.2	37	48.744	0.75	43	
17	MG-42 LMG	Machine Gun	0	0.0	24	48.744	3.70	73	
18	MG-42 LMG	Machine Gun	15	0.2	12	48.744	0.71	59	
19	MG-42 LMG	Machine Gun	0	0.0	0	48.744	11.75	40	
20	MG-42 LMG	Machine Gun	15	1.2	35	48.744	0.70	67	
21	MG-42 LMG	Machine Gun	6	0.0	42	100.0	0	80	54
22	MG-42 LMG	Machine Gun	6	0.0	5	100.0	0	45	72
23	MG-42 LMG	Machine Gun	6	0.0	5	100.0	0	27	65
24	MG-42 LMG	Machine Gun	6	0.0	5	100.0	0	60	64
25	MG-42 LMG	Machine Gun	6	0.0	4	100.0	0	71	84
26	MG-42 LMG	Machine Gun	6	0.0	10	100.0	0	25	85
27	MG-42 LMG	Machine Gun	5	2.0	0	15.11	0	65	57
28	MG-42 LMG	Machine Gun	5	2.0	0	15.11	0	79	60
29	MG-42 LMG	Machine Gun	15	0.0	4	48.744	0.76	70	
30	MG-42 LMG	Machine Gun	15	0.1	24	48.744	11.79	62	
31	MG-42 LMG	Machine Gun	15	0.6	11	48.744	0.75	58	
32	MG-42 LMG	Machine Gun	15	0.6	7	48.744	0.75	56	
33	MG-42 LMG	Machine Gun	15	0.6	5	48.744	0.80	56	
34	MG-42 LMG	Machine Gun	16	0.0	80	46.0	10.75	66	



The bottom line is that Steel Panthers should not be overlooked when deciding on which military sim to purchase. This game can hold its own against the best this genre has to offer. One word of caution though, be patient; like all good sims, it will take a while to master the strain of command. DISMISSED!

81%



CLASSIC NUT

THE NUTCRACKER. by Jennifer Scherpenborg



The holiday season is a wonderful time of year, especially for parents whose children are young and eager to learn all about Christmas. Hopefully, everyone experiences the happiness and kindness this time of year can bring, and you, as a proud parent, can cherish the quality time spent decorating the tree and opening the presents with your children. One of the elements that makes Christmas so special to me, is the wonderful classical music that is so often heard throughout the malls and the various shops you enter. More than likely, you've either heard the

THE NUTCRACKER

Publisher:

DYNWARE

111 Anza Blvd., Ste 115, Burlingame, CA 94010
415-703-0400

Developer:

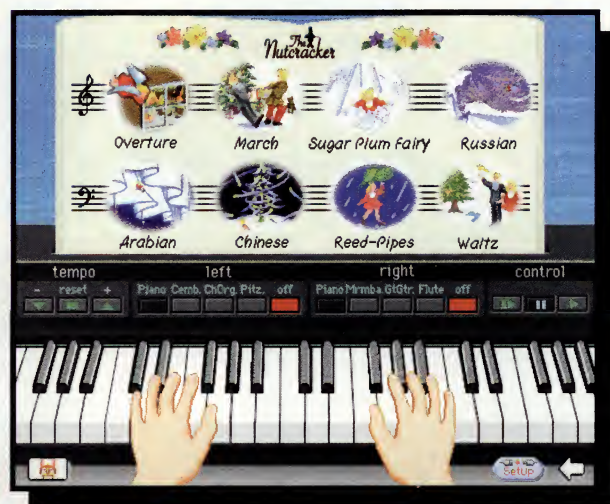
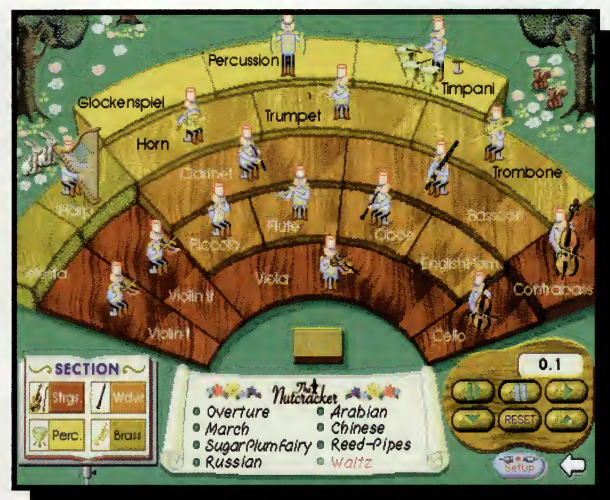
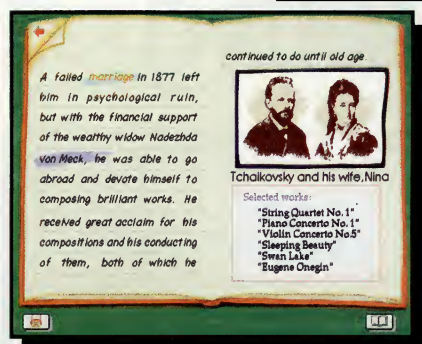
MUSIC ISLAND

melodies or seen the ballet from Tchaikovsky's, "The Nutcracker Suite", an amazing musical composed especially for this time of year. Dynaware USA has taken this classic tale and music and composed their own version of "The Nutcracker" on CD-ROM ... just for your children's enjoyment. The Nutcracker is a beautiful Christmas story, accompanied by classical music, that will touch your heart and inspire both you and your children to learn about the story, music and art this title has to offer. And, in addition to the age-old music, they will experience the joys of Christmas in a whole new way, leaving room for them to learn more about classical music, people and places.

Dynaware has made it easy for any child, over the age of three, to understand and enjoy the Nutcracker story. The game begins with the Nutcracker as your guide to explore several choices of entertainment. Your children can choose from six different categories, each equally exciting and fun to play: "The Story", "Let's Listen to the Melody", "Read and Repeat", "Let's do a Quiz", "Explanation" and "Let's Play the Piano".

As your children begin to explore their options, they might choose to listen to The Story, where they can watch brightly colored images of animated characters dancing to the joyous music. They may also decide to click on Read and Repeat, in which they can listen to, and read along with, the narrator while watching highlighted words and images, help-



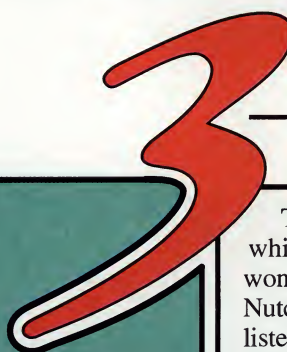


ing them to understand the story. Once they feel comfortable reading on their own, they can click on Let's Read By Ourselves and read the story along with the corresponding images on their own. As they progress through the game, your children will learn all about Tchaikovsky and his melodies. For example, they will learn about the time period of the melody, the geographical region and the composer's life. All of this is relevant and interesting, not to mention the great educational value it holds. If your children develop a further interest in the musical part of the play, they can choose Let's Play the Piano and learn about musical notation along with recognizing the specific sounds of a particular instrument. After playing the game for a while, they will build up the confidence they need to challenge themselves by clicking on Let's Do a Quiz, in which they will put their knowledge to the test by answering a variety of questions. Some questions will consist of the melody, story and scenes that they have just learned about.

This is a great edutainment title that

will challenge your children and encourage them to learn all about the Nutcracker, while putting them in the Christmas spirit. The Nutcracker is a delightful story, accompanied by classical music that will entertain your children in a fun and exciting way. As they explore their options of playing, they will find themselves experiencing the classical, crisp sounding music and beautifully imaged characters that colorfully fill the screen with love and happiness. They will explore each category carefully, to learn every aspect of it, and they will also develop computing skills and basic reading comprehension that will help them search further, into the game. There is also the potential to gain knowledge about the composer and his compositions and dances.

This game will entertain your children while giving them insight to an artistically wonderful story full of passion and love. The Nutcracker is the perfect classic to watch and listen to at this time of year, keeping harmony and joy around the house throughout the Christmas season.



This game will entertain your children while giving them insight to an artistically wonderful story full of passion and love. The Nutcracker is the perfect classic to watch and listen to at this time of year, keeping harmony and joy around the house throughout the Christmas season.

87%



HIP HOP WITH SANTA CLAUS

IT'S THE 90'S VERSION OF CHRISTMAS. by Jennifer Scherpenborg



Believe it or not, it's that time of year again when your kids are willing to do anything you ask them to in order to get that special gift they want for Christmas. They will follow you intensely around the house, pulling on your shirt, mentioning the gift they want over a thousand times and saying such words as, "Please, please, may I have this cool game? Everyone else is getting it", and your response as a wonderful parent would be, "Yes, but we're not everyone else's parents, we're your parents". Knowing deep down that you already have that special game wrapped up and hidden in your closet,

FOLLOW THAT SLEIGH PC/CD-ROM

Publisher:

GT INTERACTIVE

16 East 40th Street, New York, NY 10016
212-679-6850

Developer:

PIXEL MULTIMEDIA

et, and you're just as anxious to give it as they are to receive it. That's the beauty of being a parent; being able to play-tease and tantalize your children – in a fun and playful way – to make the holiday a special one to remember.

This allows me to bring to you a wonderfully delightful Christmas-themed game called "Follow That Sleigh", developed by Pixel Multimedia. This game is truly marvelous, in a Billy Crystal style, "Marvelous". Follow That Sleigh has many fun and exciting activities to play and offer the whole family. Throughout this game, your kids can watch movies, take snapshots, make greeting cards, read stories, sing along with different songs and play a variety of games. This edutainment game offers a wide variety of exploration and fun.

Follow That Sleigh begins with a hip hoppin' and rockin' reindeer song that pumps you up and gets you excited about the holiday, along with allowing your kids to experience a 90's feel to the holiday season. This game will rock them into the next century and get them eager to want to learn how to use a computer.

As the musical theme rocks and rolls your little ones, they will be introduced to a pink bunny, (coincidentally resembling the Energizer Bunny) who will guide them through the process of playing the game. It takes place on Christmas Eve, where Jennifer and Kevin are waiting patiently until Christmas morning. Meanwhile, as they wait, they decide to play some games; opening the door for exploration on your child's part. They can choose by





using the mouse, which activity they would like to play. One such game for example, is Simon Says. Here they meet a Rastafarian man who controls the game acting as Simon. During this game, children will learn hand/eye coordination along with memorization strategies – all while having fun. They may also choose to watch a movie consisting of claymation characters, that are entertaining to watch while the movie is being narrated. While watching the movie, they can take pictures of their favorite scenes and later go back and look at the pictures they took. Another activity they might decide to explore is the story books. They have several stories to choose from and once they have chosen a story, they can read the text as well as watch animated pictures depicting the story as they read. It's a wonderful way to learn comprehension and develop reading skills.

One of my personal favorites, is the ability to create your own greeting cards. Not only can you make one of your own, but you can choose from a variety of colors, scenes and characters to create it. The best part of all, is once they have made a card, they have access to print it as well. I think it's a great idea, especially since

it promotes imagination, creativity and original thought.

Last but not least, you can't have a Christmas game without some great traditional songs, such as Jingle Bells, Deck the Halls, Twelve Days of Christmas, among others. The twist to these sing along songs is their decision to add original music to traditional lyrics. This great 90's twist is exactly what makes this game so fun and exciting to play.

As someone who has been playing many edutainment games I must say that Follow That Sleigh really caught my eye. Its originality and creativity is precisely what the doctor ordered for children ages 4 -12 that need to be introduced to personal computing skills, but won't be bored in the process. Of course, one must remember that this game is seasonal and is not a product that will be used until the next holiday season. But, as we all know, no matter how good a game is, kids will always be in search of another. One last thought to consider is this game is not traditional, it is a modernized version of the Christmas season. But it is a fun and entertaining version at that.



As someone who has been playing many edutainment games, I must say, Follow That Sleigh really caught my eye. Its originality and creativity is precisely what the doctor ordered for children ages 4 -12 that need to be introduced to personal computing skills, but won't be bored in the process.

92%





WHIPLASH

PC/CD-ROM • DECEMBER • INTERPLAY

If you happened to own an Amiga 500 at one time or another in your life, you probably remember "Stunt Track Racer", undeniably one of the best games ever made for that system. What made this game so special was its death-defying tracks. The challenge was to race against a computer controlled opponent on rollercoaster-style tracks set high above the ground. Along the same lines comes Interplay's brand new racer, titled "Whiplash". Once again, it's the tracks that set it apart from all the competition. Instead of the same old run-of-the-mill circuits with your standard bends and hairpin turns, each track has its own unique set of stunts, loops, jumps, hump-back bridges and even corkscrews that will push your powerful prototype to its limits. And, with its multiplayer network option, 16 of your friends and enemies can be on the road at once, making for some pretty intense competitive play. Whiplash is the only game of its kind, for the PC, that offers amazing stunts, several different multiplayer options, ranging from simultaneous, two-player split-screen to 16 player network capabilities over a LAN and cooperative/competitive racing where you and a teammate can work together to beat out the competition. Look for Whiplash to be available sometime towards the end of the year.



NEXT DIMENSION

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This single-player fantasy action adventure features an intense, branching storyline. Grisly combat with a variety of deadly attack options. Mind-bending puzzles. Treacherous traps. And ENTOMORPH is presented in state-of-the-art high-resolution graphics – with a CD-quality soundtrack that's guaranteed to make your skin crawl!



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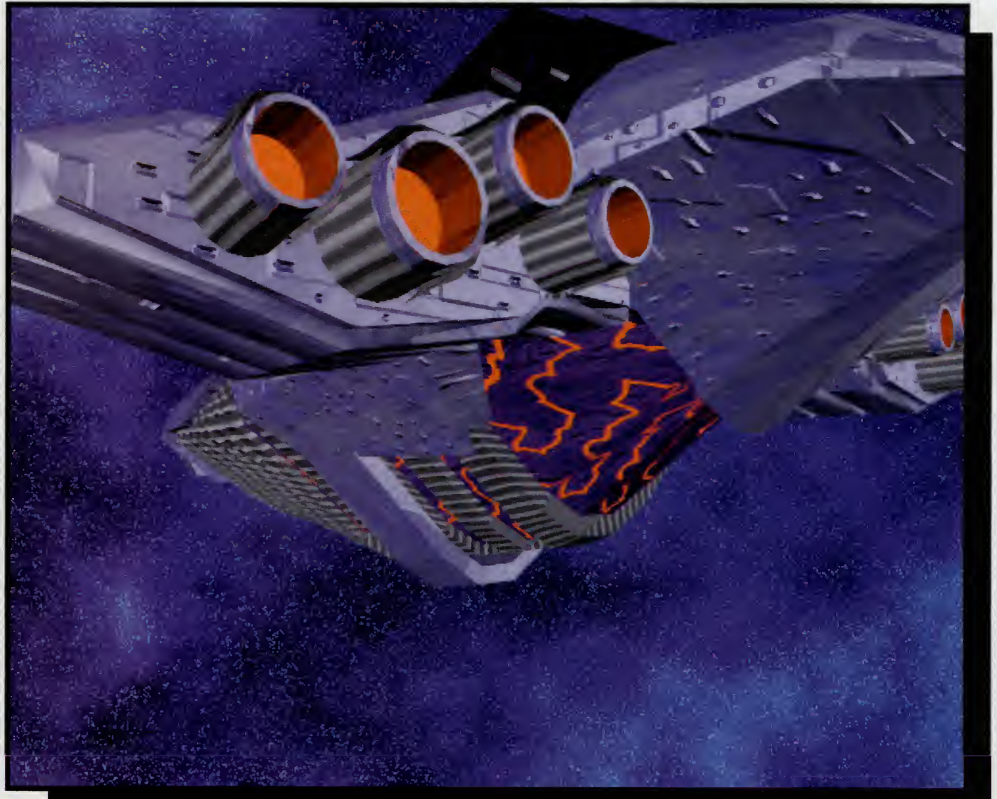
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WIZARDRY GOLD

MAC/PC CD-ROM • NOVEMBER • SIR-TECH

Ever since Sir-Tech released "Crusaders of the Dark Savant", they have received thousands of letters asking for a Macintosh version. "Wizardry Gold" is an enhanced CD-ROM version of Crusaders of the Dark Savant that will run on the Mac or the various Windows versions. They've made the original even better by adding new animated sequences, enhanced sound effects and a whole new musical soundtrack. They've also included fun stuff like screensavers, desktop patterns and other desktop accessories. Every screen and character has been converted to high resolution and new cinematic sequences have been added to the intro and endgame. Basically, the entire game has been brought up to speed to take advantage of today's advanced hardware.

Wizardry Gold is an exciting combination of fantasy role-playing and science fiction. Hidden somewhere on the world of Lost Guardia is the Astral Dominae, an artifact said to contain the secret of life itself. Phoonzang, the creator of the Astral Dominae, created Lost Guardia, specifically, to hide his great treasure. The race is on to find the legendary secret.



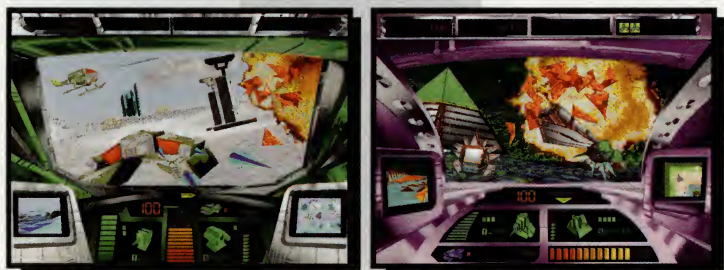
NEXT DIMENSION

HAVOC

MAC/PC CD-ROM • NOVEMBER • REALITY BYTES

"Havoc", the first game to make use of Apple's new 3D technology, QuickDraw 3D, is on the way. Havoc scans your Mac to detect the presence of a 3D hardware accelerator and, if it finds one, it will automatically switch to an optimized mode to drive Havoc's graphics at their fastest possible speeds. Another gaming first will be support for Apple's Plain Talk, speech recognition technology. You'll be able to speak commands directly to the game, leaving your hands free for controlling the intense action.

Havoc is an intense 3D action/shooter set in the post-apocalyptic future. You'll experience six degrees of freedom as you pilot either a BattleCycle, HyperTank or HoverCraft, alone or against friends, over a network or modem. Havoc is also being developed for Windows '95 and will utilize Microsoft's new DirectDraw, DirectSound and DirectInput programming interfaces, which optimize the game for the Windows environment. Mac OS and Windows 95 players will be able to go head to head. Reality Bytes entered the home gaming arena in August 1994, with the release of "Sensory Overload" for the Mac. Look for a full review next issue!



PREVIEWS

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ALIEN ODYSSEY

PC/CD-ROM • NOVEMBER • PHILIPS MEDIA

Philips Media is continuing their departure from solely producing CDi titles with three new and diverse games slated to be released this Fall for PC CD ROM: "Alien Odyssey", "Psycho Pinball" and "NFL Instant Replay". The first of these titles, Alien Odyssey, is an interactive action/adventure, developed by Argonaut software of Creature Shock and FX Fighter fame. Alien Odyssey combines a mixture of different gaming platforms, linked together by an original storyline, somewhat similar in comparison to Cyberia and Creature Shock. What makes this game so unique and interesting, is that it departs from just aiming a crosshair and shooting full motion video (although there is some of that in here) to actually being able to control a fully animated character in a 3D environment, comparable to Origin's Bioforge. The smooth, detailed animations of both the characters and surrounding environments are realized through extensive use of Argonaut's own proprietary B-Render 3D graphics software technology, which was first implemented in their highly praised FX-Fighter. It's easy to see that they certainly know how to use an SGI workstation, as the game is filled and animated with extraordinarily exquisite graphics. Alien Odyssey promises a rich adventure, filled with furious action and high graphic quality. Expect to see a review in next month's "PC Revolution".



IN NEXT DIMENSION

SHELL SHOCK

PC/CD-ROM • DECEMBER • US GOLD

US Gold's "Shellshock" drops the player behind the controls of a heavily armored M-13 Predator Battletank. According to US Gold's press release, "In a time when the little guy is being crushed by injustice and corrupt politicians, a mysterious, rag-tag group of highly trained commandos, known as "Da Wardenz", emerges out of nowhere to stand up for those in need of help." We're talking A-Team with an attitude here! Developed by the talented folks at Core Design Limited, Shellshock is presented in a 3D, first-person, texture-mapped environment, where you are thrown right in the middle of the action. Featuring 25 different missions, spread out through different geographical locations worldwide, a hip-hop soundtrack, courtesy of "Bar None", the rap group fronted by San Francisco Forty Niner running back, William Floyd, multi-player network support, and graphics that have been generated entirely on SGI workstations, Shellshock promises explosive gameplay as an arcade alternative rather than a die-hard tank sim. Shellshock is scheduled for a late November, early December release to retail. Look for an editorial review of Shellshock in the January issue of Dimension-3



PREVIEWS

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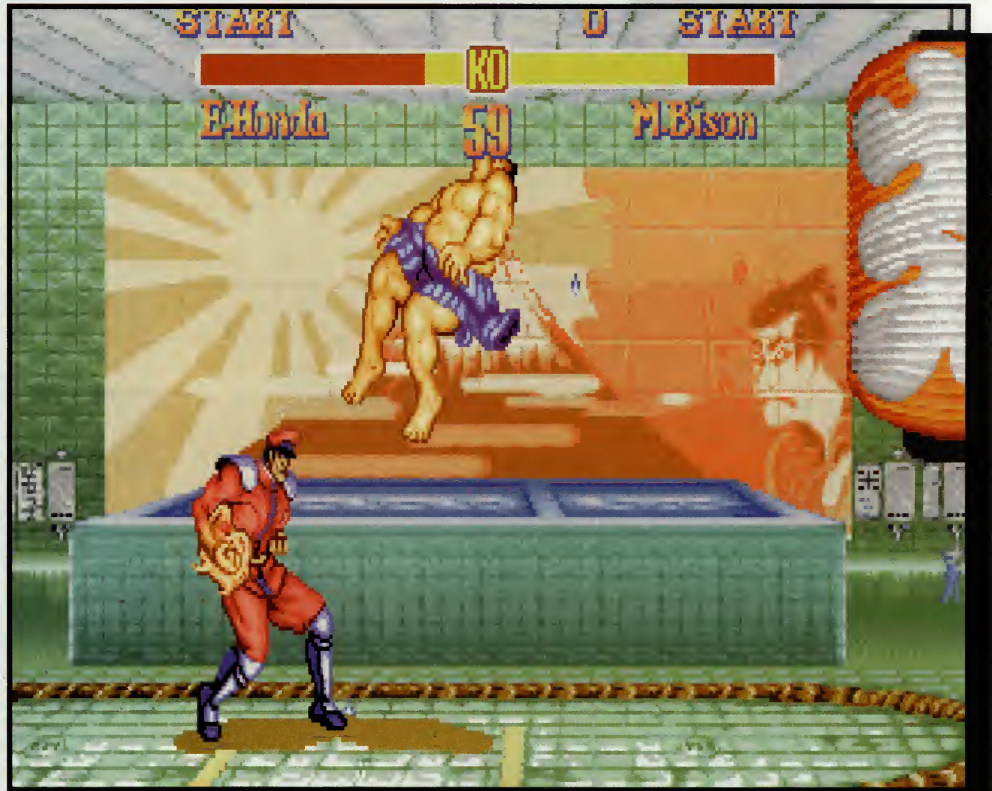
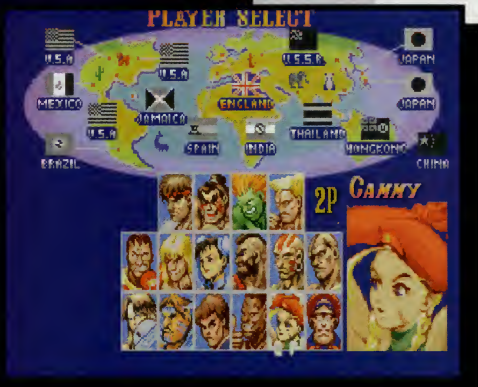
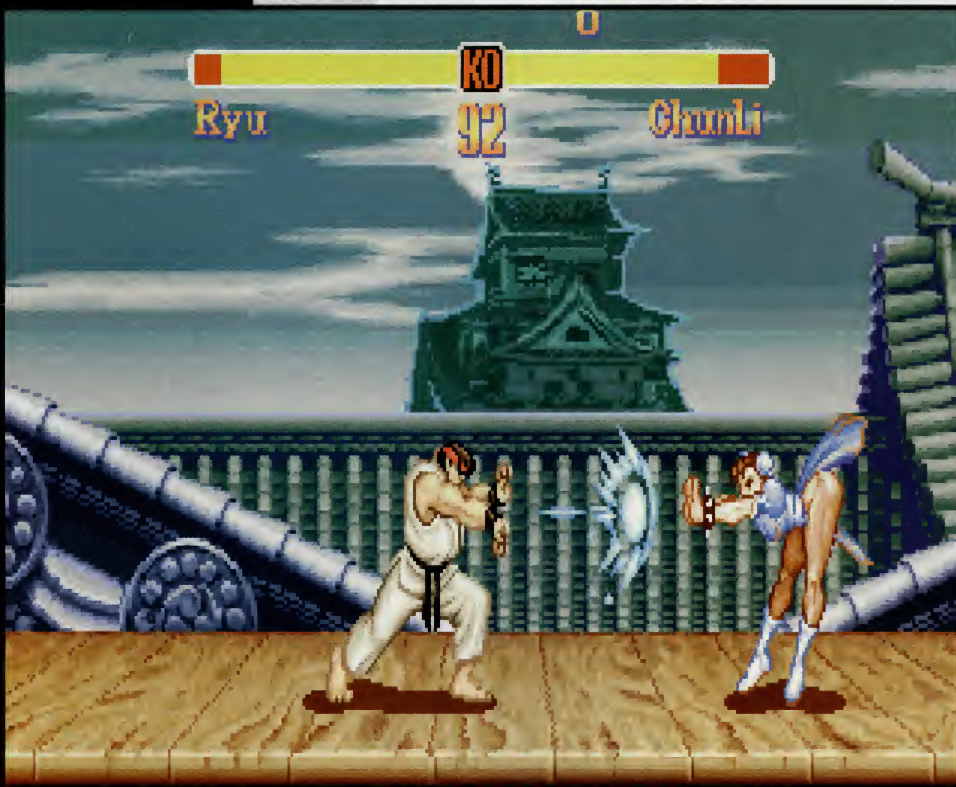
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Quarterdeck

SUPER STREET FIGHTER II

PC/CD-ROM • DECEMBER • CAPCOM

Street fighter aficionados have yet another version to look forward to, on their PC/CD ROMs this winter, with Capcom's own release of "Super Street Fighter II". Not to be confused with Gametek's "Super Street Fighter II Turbo", which was released back in July of this year, Capcom has been working on their own version of the same game sans the Turbo option and the extra boss character, Akuma. Although Gametek's version has been available at retail for some time now, Capcom is betting that there is room for one more and they will be offering new options and pack-ins that are not available with other versions. SSFII will be bundled with Capcom's special PC Fighter 6 gamepad - a true, six-button pad that closely resembles a Sega Genesis controller. The other, more interesting option, is the addition of head-to-head network play which, other than the just released Mortal Kombat 3, has not been utilized for a fighting game. Capcom is one of the first gaming publishers to be partnered with Catapult Entertainment who manufacture the XBAND modem and Street Fighter II will be one of the first games made available when the XBAND PC version hits retail this Christmas.

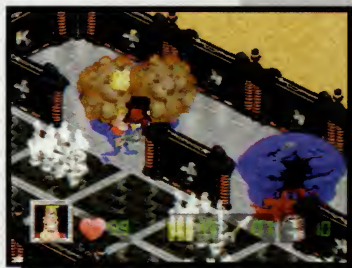


IN NEXT DIMENSION

CAPTAIN QUAZAR

3DO • NOVEMBER • STUDIO 3DO

A dastardly syndicate of intergalactic outlaws have brought the galaxy to its knees. There's only one person with enough courage, enough brawn and enough stupidity to put a stop to them once and for all ... that would be you, "Captain Quazar" – cosmic cop extraordinaire and muscle-bound hero with a badge. In this new 3DO, arcade-style, isometric action/shooter, you will be sent out on dangerous missions, in multiple worlds, where you will find yourself taking on galactic scum and nasty villains. The basic goals change from mission to mission, as you move through different terrain and compounds. Equipped with the latest technological warfare, there isn't anything on the screen that you're not capable of blowing up. Captain Quazar offers plenty of humor, nine immensely huge and unique levels (equivalent to more than 400 TV screens) within three different worlds involving a wide variety of goals, enemies, obstacles and skills, furious commando-style, arcade action, two-player simultaneous gameplay, and a complete original rap soundtrack, as well as an SGI-rendered Captain Quazar music video. Captain Quazar should offer instant gratification to all of you 3DO owners who are looking for some furious arcade action and it will be available sometime in November.



PREVIEWS

Let your Wing Commander take off.



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SHELLSHOCK

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U.S. GOLD



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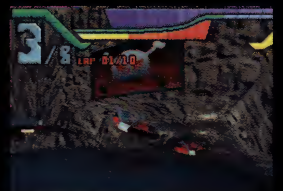
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